100th Issue

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PLAYSTATION2 > PSone > DREAMCAST > ... > N64

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Baldur's Gate 2
ISS 2000
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GamesMaster

GamesMaster's 100th Issue!

GamesMaster is 100 issues old!

» It all started back in 1993 and now 100 issue's later GM is bigger and better than ever. We've seen formats come and go, reviewed the best (and the worst) games ever made and kept our readers up-to-date with the very latest gaming info and tips each and every month. It's our dedicated love of videogames, our strict policy of not selling out with wussy review scores and our commitment to you, the reader, that has made GamesMaster Britain's number one, best-selling multi-format games magazine. If you want the best in games on ANY format every month, you know where to come. So enough boasting, let's get on with the action and look forward to another 100 cracking issues!

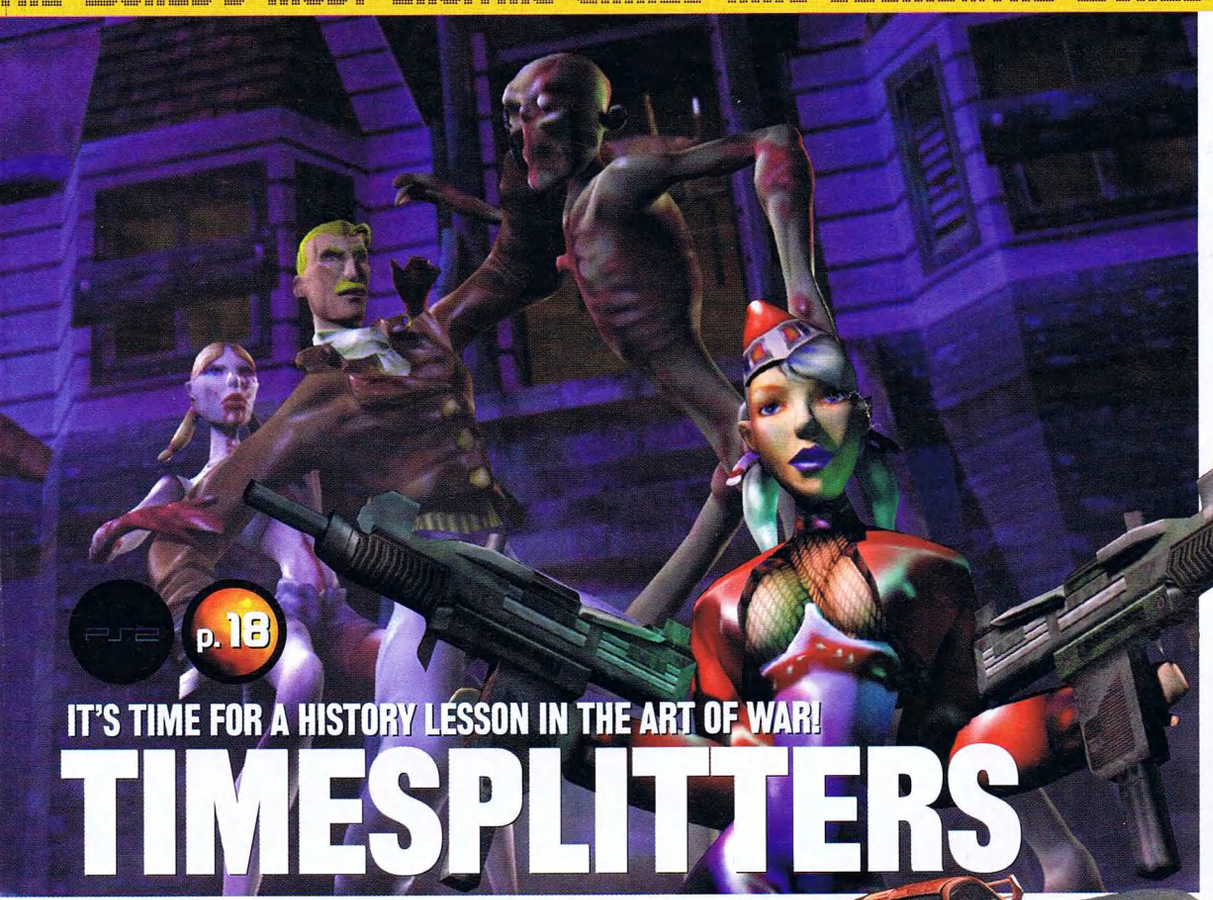
Daniel

» Daniel Griffiths

THE PARTY KICKS OFF OVER THE PAGE! SO FLIP IT AND GET INVOLVED!

GamesMaster now loading...

THE WORLD'S MOST EXCITING GAMES MAG BEGINS...THE WORLD'S MOST EXCITING GAM



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Games Master TEAM GM

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READER of the MONTH!

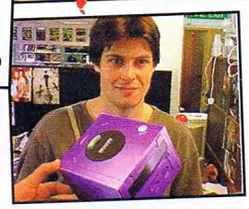
ROSS HAVELOCK-ALLEN
GAMESMASTER

Just look at his face! But beneath this mild mannered exterior lurks the heart of a gaming lion, the kidneys of a *Tony Hawk's* champ and the cast-iron bowels of a *Perfect Dark* master! The Rosster owns every console known to man and has waded through EVERY *Resident Evil*, finding *Code Veronica* too 'easy'! Well done! Game of your choice on the way. If you want to be our reader of the month write to the usual address.

DAVE HARRISON
CUBE GOODING JUNIOR

Fave game this month: ISS 2000
Worst game: F1 2000
Fave Games Character: Barry Burton (Resi)
Summer or Christmas?: Christmas

Dave look! It's the Gamecube! Dave? Dave! it's the Gamecube... Look. It's the future of gaming Dave... You like games Dave don't you?... What's wrong? Dave it's not the Gamecube is it. Is it me? Dave? Dave? DAVE... Moody sod isn't he?

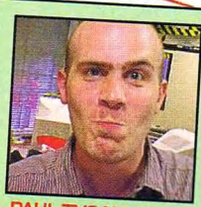


JONNIE BRYANT
CUBLIC LIBRARY

Fave game this month: Timesplitters
Worst game: Speedball
Fave Games Character: Mike LeRoi (Shadowman)
Summer or Xmas: Xmas in Australia

"What's this cube shaped package on my desk? Why it must be the new Gamecube. If it is I can sell it and get all the pies I want! It's... it's... some CDs!' Jonnie, a little disappointed and upset made Dave eat the CDs.

"It's been like all my birthdays coming at once with this Gamecube news. I love the Game Boy I love the N64 I just love Nintendo, but I have to wait ages before it comes out in the shops... so 2001 comes after 2000 right?

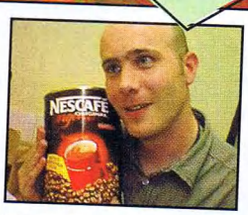


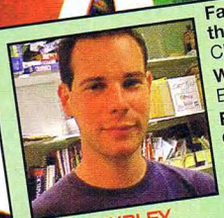
PAUL TYSALL
CUBLIC TOILETS

Fave game this month: Tony Hawk's 2
Worst game: The Mummy
Fave Games Character: Guybrush Threepwood (Monkey Island)
Summer or Christmas?: Summer

DANIEL GRIFFTIHS
CUBED

Fave game this month: GT2000
Worst game: Turok
Fave Games Character: Solid Snake
Summer or Christmas?: Christmas

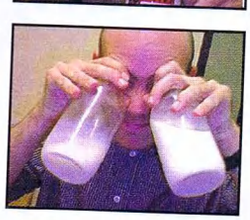




OLLIE HURLEY
MUPPET ON A STRING

Fave game this month: Chesney Hawk's 2
Worst game: ECW Anarchy Rulz
Fave Games Character: Chop Chop Master Onion
Summer or Christmas?: Christmas

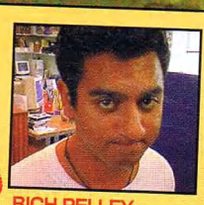
Paul loves coffee. Perhaps a bit too much. Unfortunately, his experiment to sweeten it with a 'Gamecube' failed, prompting him to cry milk.



Hello Ollie. Let's see what the muppet is up to this month. Oh look, he's got a N64 cart. And he's got a Gamecube. I wonder what going to happen next.... Not in the least bit 'inspirational' and more that a little 'muppetational' we think you'll find.

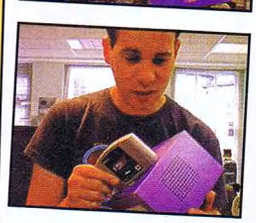
ROBIN ALWAY
COLA CUBE

Fave game this month: Castle Wolfenstein
Worst game: ATV Quad Biking
Fave Games Character: The long block from Tetris
Summer or Xmas: Christmas



RICH PELLEY
CUBED TO DEATH

Fave game this month: Resi 3
Worst game: Dave Mirra
Fave Games Character: Um Jammer Lammy
Summer or Christmas?: Summer



"What do you want? I'm busy!... Oh, the Gamecube. That's pants. It doesn't even hold a fork handle to the game sensation that's sweeping my nation – Mike Reed's Pop Quiz!

Rich demonstrates a myriad of uses for Ninty's 'cube. "It makes a great beard," he boasts before the lethal cocktail of PS2 T-shirt and Gamecube rendered the fool unconscious. "It's all a bit too much!" he wheezed.

Team 6M

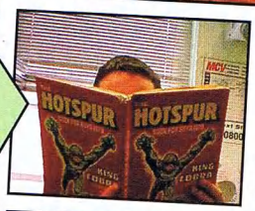
NICK JONES
HIP TO BE SQUARE

Fave game this month: Champ Manager
Worst game: Muppet thing
Fave Games Character: Myself in The Sims
Summer or Christmas?: Summer

What's that whistling sound? Ohmygod it's a strange alien space craft! It's circling around! It's coming straight for me! Unless I get out of the way *very* quickly I think it might... (thunk).

ALAN
STANLEY CUBRIK

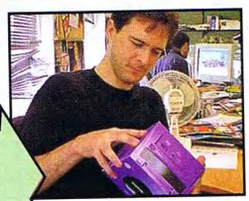
Fave game this month: Wipeout Fusion
Worst game: Heavy Metal FAKK
Fave Games Character: Jet Set Willy
Summer or Christmas?: Summer

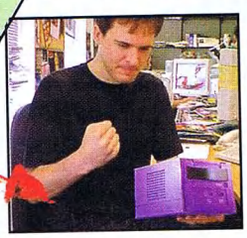


Alan likes nothing more than to settle with his 1978 Hotspur annual. "Lord Scrotum and his pals are a real hoot!" he guffaws before being drawn away by the promise of a Gamecube. Albeit one made of cardboard.

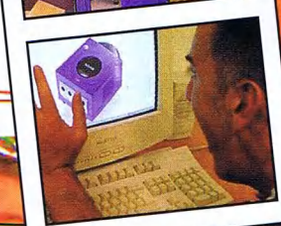
GRAHAM DALZELL
CUBE GOODING SENIOR

Fave game this month: GT2000
Worst game: ATV Quad Bike
Fave Games Character: Nina Williams
Summer or Christmas?: Summer





What's wrong Graham? Is Ollie naked again? "No it's the Gamecube! It's trapped in the PC." Are you sure? "Yes follow me... Look!". Well done Skippy, it's just a picture. "How can it breath?" It's just a picture... "Will turning the picture off kill it?" Oh forget it...



LEE HART
OXO CUBE

Fave game this month: F1 WGP
Worst game: Crossfire
Fave Games Character: Bounty Bob
Summer or Christmas?: Christmas

CATHY MCKINNION
SUGAR CUBE

Fave game this month: ECW Anarchy Rulz
Worst game: Rush 2049
Fave Games Character: Bowzer
Summer or Christmas?: Summer

Lee Hart here. Number 1. Lee Hart all over your 'boink'. Oh yeah... check it out. Watch me solve this purple Rubik's Cube in jiffy. Hey it's actually a Gamecube... Y'see I met this bird on Monday, and by Wednesday...

"Mmm. I know what this cup of Um Bongo needs. A few ice cubes... Oh I guess this will have to do." Is there no end to this Gamecube madness? Evidently not.

JEZ BICKHAM
CUBIC HAIR

Fave game this month: Star Trek
Worst game: Monster Rancher
Fave Games Character: Link
Summer or Christmas?: Christmas

NEIL RANDALL
AAHWOOGA

Fave game this month: Space Channel 5
Worst game: Matt Hoffman BMX
Fave Games Character: Sonic
Summer or Christmas?: Christmas

Jez is so happy about the Gamecube that his head has turned into a cube. Ladies and gentlemen – the basis of all comedy. I thank you.

"Look at me! I'm eating it, and now it's coming out the other end! Heehee." No you're not you're just gonna squash it. Nob.

KELVIN GAN
GLEAMING THE CUBE

Fave game this month: Spidey
Worst game: Monster Rancher
Fave Games Character: Jin Kazama
Summer or Christmas?: Christmas

Et tu Neil "Gamecube! Game Schmube more like. You wanna get yourself one of these (rustles around among the Twix wrappers) – it's a GameTUBE!" (D'you see what we've done there?)

THE WILTON
LAMECUBE

Fave game this month: Digimon
Worst game: Moto Racer
Fave Games Character: The Rock
Summer or Christmas?: Christmas

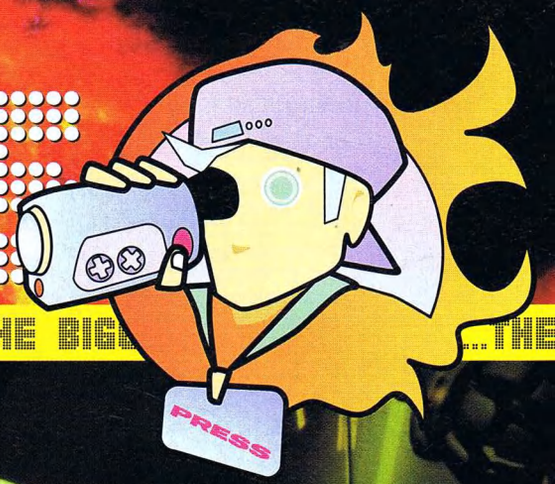
Grandma Collins is feeling a bit dickie today. Perhaps he shouldn't root through the bins for his lunch. Oh look! A Gamecube in his shirt...

RANDY COLLINS
ICE CUBE

Fave game this month: ISS 2000
Worst game: Armored Core
Fave Games Character: Bub & Bob
Summer or Christmas?: Christmas

Welcome to Wilton country. See how he demonstrates the lightness and easily transportable nature of the 'cube – before breaking his brittle arms trying to lift the PS2.

HOT NEWS

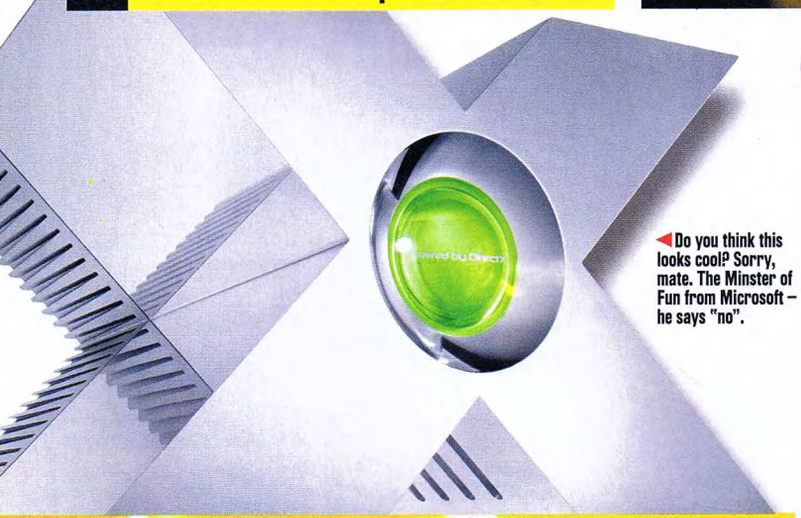


THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIG ...THE

X-BOX CREATORS BLAB!

» Microsoft spills beans!

▲ He's the man with the plan. J Allard is the bloke who's responsible for making X-box the world's number one console.



◀ Do you think this looks cool? Sorry, mate. The Minster of Fun from Microsoft – he says "no".

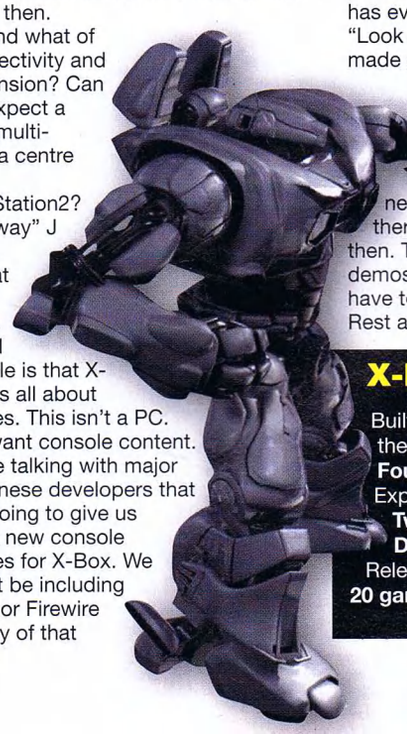
After a backstage meeting with Microsoft's Mr X-Box (and Minister of Fun) J Allard, GM can dish the dirt on the box they're calling 'X'.

Firstly, the box won't be X-shaped (despite the success of the huge chrome X, once again on display at the ECTS show). "It's not an 'X' box, but it's a box with an X on it" divulged a furtive J. It will however still be BIG. "There's a lot of hardware to go in there so it is a big case," J told us. And the price? "Competitively priced. We'll have to see what Sony do with PS2's broadband. If they bundle it all together that could effect our price." Sounds like it's £299+ rather than sub £200 then.

And what of connectivity and expansion? Can we expect a rival multi-media centre like PlayStation2? "No way" J said. "What we want to tell people is that X-Box is all about games. This isn't a PC. We want console content. We're talking with major Japanese developers that are going to give us great new console games for X-Box. We won't be including USB or Firewire or any of that stuff. Just four joypad ports and a network connection." And memory card slots? "No, we're going to build the ports into the joypads. We figure that once on-line gaming takes off someone might want to program in a headset and microphone and it makes a lot more sense for this stuff to plug into a port on the pad rather than back at the machine." Very true.

Could J tell us about the joypad? "I've seen some stuff and it's looking very cool. Very different from any of our current PC controllers." Ulp!

So the message is clear. X-Box is looking less and less like a stripped down PC and more like the most powerful games console the world has ever seen. So when will we see it? "Look at the logo. It's got 2001 on it. I made sure that was on there, so it's safe to say that X-Box will ship in 2001." With the first games at E3 next year? (May 2001). "No, there'll be plenty to see BEFORE then. The next stuff we show won't be demos – it'll be games. We'll probably have to reveal it at our own show." Rest assured GM will be there...



X-BOX FACTBURST

Built-in CD-ripper – record CDs to the hard drive!
Four controller ports
Expansion slots built into joypads
Two analogue triggers (like Dreamcast and Gamecube)
Released in 2001
20 games at launch.

Take Your Partners

» X-Box Signs Up Big Names!

"It's all about games" we were told and to back that up Microsoft have signed up 17 also-ran bandwagon jumpers, sorry, 'partners' to produce games for X-Box.

Lionhead
Universal Interactive Studios
Stormfront Studios
Kodiak Interactive
Totally Games
Rainbow Studios
Artificial Mind and Movement
Boss Game Studios
Climax Group
Digital Illusions
High Voltage Software
KnowWonder Digital Mediaworks
Meyer/Glass Interactive
Pipeworks Software
Pseudo Interactive
Tremor Entertainment
VR-1 Entertainment

No, we haven't heard of most of them either...

p.11

UNREAL TOURNAMENT

Check out the latest images from this first-person classic heading, like a hollow tipped bullet, to PS2. You want some?

p.12

SHADOW OF MEMORIES

You're dead! No, you're really dead and searching for the smoking gun in this horror show from the makers of *Silent Hill*.

p.14

STARSHIP TROOPERS

It's a god-damned bug hunt, and your the one in the combat shorts! Sci-fi strategy that sees you going to war on an alien planet. Better pack your insect repellent!

BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIGGE

GAMECUBE OFFICIAL!

>> Nintendo unveil their 128-bit console!

Yup. By now you'll have noticed our Gamecube and Gameboy advance cover and perhaps sneaked off to page 38 for our in-depth look.

Yes, Nintendo's new PS2 and X-box beater is called Gamecube and, while it may not be as powerful as X-box, it does easily match PS2's power and has the promise of 128-bit versions of your all time favourite games too (See your top 100 on page 60 for more).

So when and how much? Well Game Boy Advance will go on sale in Japan on 31st March 2001 for ¥9800 (about £65). It'll hit the UK and US soon after in July 2001.

Gamecube on the other hand is following on behind, reaching Japan in July 2001 at a price rumoured to be around ¥30,200 (about £200!) and the US in October 2001 – just in time for a head-on clash with X-box.

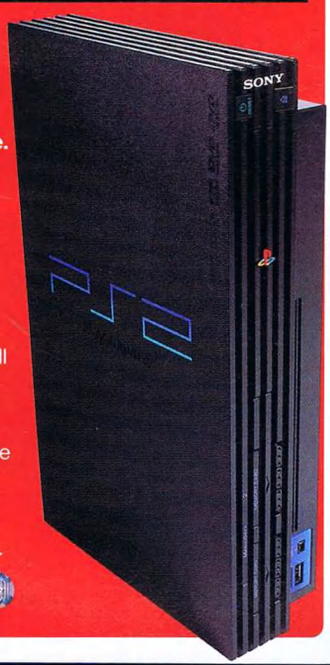
Unfortunately, no mention was made of a UK release but our money's on Christmas 2001. Watch this space for more info.

GRAB 'EM WHILE THEY'RE HOT!

>> First PS2s almost sold out! Erk!

If you're reading this and you haven't ordered your PS2 for Christmas then the chances are you're too late.

As we write shops such as Dixons and Electronics Boutique are still taking orders but are already NOT promising a Christmas delivery. Our local shops both promised us a 'first come, first served' policy with the exact number they'll be getting still unknown. Sony themselves were similarly clueless with Chris Deering (see page 12) unable to come up with a definitive number of PS2s that'd be available on that looming November 24th launch date. Never mind the petrol crisis – give us our PS2s!



PS2 PREQUEL TO TOKYO HIGHWAY BATTLE IN DEVELOPMENT!

ECTS – EUROPE'S CRUDDY E3

>> No surprises at Europe's biggest game show! Again!...

After the excitement of E3 (the unveiling of *MGS2*), the Tokyo Game Show (the unveiling of PS2), Spaceworld (the unveiling of Gamecube and Game Boy Advance) comes ECTS (the unveiling of the latest edutainment titles by Arsesoft™)...

The big players like Eidos, Activision, Infogrames and EA didn't even bother to show up leaving it to Konami to rule the roost with an extended *Metal Gear Solid 2* trailer, showing Solid Snake running and leaping from a bridge then activating his invisible sneak suit to *bungee jump* onto the deck of the tanker featured in the original trailer!

Elsewhere Nintendo put up a good show with playable Game Boy Advances but Sony had a stand approximately half the size of last year's and Sega didn't show, choosing to put on their own one-man show – see p.10.

Here's hoping the rumours of a move to Cannes in the south of France turn out to be true then at least we can get a tan. Until next year then...

▲ The Sony stand – giving Euro punters their first chance to taste the first PS2 games – was one of the few highlights of the show.

SCANDAL MONGER

HE AIN'T HEAVY...

By the time you read this, *Big Brother: The Game*, for PC, will have been rushed onto the shelves. Choose from the 10 contestants and get involved in a handful of mini-games, including catching cutlery and battling to keep the budget down, spread across four – yes, that's right, FOUR – levels. Suffice to say we're not exactly expecting great things. We'll let you know the full horror next issue.

MUFTY THE VAMPIRE SLAYER

That man Raziel makes a comeback early next year in *Soul Reaver 2* for PS2 and DC. Once again it uses that snazzy 'dual-plane' technology to morph seamlessly between the spectral and material realms, only this time it looks even better.

CODIES PS2 FRENZY

Codemasters have confirmed their first PS2 titles will be *LMA Manager 2001* and *Music 3*, both due out at Easter. *LMA* continues to be the only footie manager designed specifically for a console as opposed to PC while *Music 3* will utilises the power of PS2 to offer improved sound sampling features and great sounds.

NEW PS2 ACCESSORIES

Sony have announced a new range of digital cameras and a printer called the Popegg that are the first to connect to PS2 via the USB port. Future PS2 titles will allow you to create characters using digipics, while Popegg can produce A6 (postcard size) print-outs. The camera pictured is priced at a whopping ¥99,800 in Japan – equivalent to £650! – while the printer, out in Japan in November, will be a more reasonable ¥15,000 (£100).

MOVIES GAMES & VIDEOS

Sega take over the empire!

On 3rd September the Empire Leicester Square Cinema was packed to its tastefully lit ceiling by a gathered throng of games journalists and punters, all there for Sega's Dreamcast Premier.

Once we'd negotiated our way past several Ulala clones, an eight foot Sonic and assorted characters from *Ready 2 Rumble 2*, we finally grabbed a seat in the heaving auditorium, consumed the complimentary popcorn (salted!) and settled in for the main feature.

The hour long presentation certainly made up for Sega's non appearance at ECTS and – among the familiar titles on offer – there were a few fresh faces alongside some exciting new hardware.

Approximately 30(!) games – see box – were featured in the film including some excellent in-game footage from the likes of *Phantasy Star Online*, *Head Hunter*, *Outtrigger*, *Black & White*, *Shenmue* and *Skies of Arcadia*. While newcomers *Agartha* and *Gun Valkyrie* (both third-person adventures) raised a few eyebrows, the big cheers of the evening were reserved for *Daytona USA* and *Sonic Adventure 2*.

After the curtains closed it was back to the press enclosure to have a gander at the new peripherals.

Here we found eight DCs slaved together with the outstanding *Quake 3* putting the new mouse through its paces, while in a corner the VMU Mic promised live online communication between players. Chat to your mate on the other side of the world and his voice replies from your TV's speaker!

An impressive display from a more mature DC, made slightly disappointing by an absence of up-and-running titles.

The third-person action adventure, *Gun Valkyrie* looked outstanding!

Phantasy Star Online's icon driven system broke international language boundaries!

Titles On Show

- Metropolis Street Racer
- Half-Life
- Virtua Tennis
- Space Channel 5
- Sega Extreme Sports
- Power Stone 2
- Shenmue
- Ready 2 Rumble 2
- Hidden & Dangerous
- F355 Challenge
- Jet Set Radio
- Worldwide Soccer 2001
- Skies of Arcadia
- Sega GT
- Virtua Athlete 2K
- Quake 3 Arena
- Ultimate Fighting Championship
- Phantasy Star Online
- Sonic Shuffle
- Sonic Adventure 2
- Headhunter
- Extreme Sports
- Agartha
- 18 Wheeler
- Outtrigger
- Gun Valkyrie
- European Super League
- Samba De Amigo
- Black & White
- Daytona USA

▲ Yes the real Sonic (not a man in a suit) was there! Amazing!

▶ The motorbike racing sections of *Head Hunter* took our breath away!

▶ *Half-Life*'s coming and the gathered DC loving throng were agog!

▶ *Sonic Shuffle* going the 2D/3D route taken by the lush looking *Jet Set Radio* and *Wacky Races*.

▶ The title will support up to four players and promises some truly bizarre mini games.

DINO CRISIS COMING TO DREAMCAST SOON! GRHAAAAAWWWW!

HERDY GURDY

New PS2 RPG adventure!

It's been under wraps until now, but finally Core Design (the makers of some game called *Tomb Raider* or something) have revealed the eon-in-development *Herdy Gurdy* at last.

That completely crud name is there for a reason as you play a young villager called 'Gurdy' who must 'herd' things. Right...

What could have been a next-gen *One Man and His Dog* simulator is in fact a huge RPG with more akin to *Zelda* than Fred Dribble and his countryside chums. The demo we were shown featured young Gurdy (looking like a pre-school Tarzan) running through meadows and over hills occasionally disturbing strange wildlife – perhaps the focus of the much vaunted 'herding' to come later...

It's looking absolutely fantastic at the mo', like a Disney cartoon that you control. *Zelda* for PS2? We certainly hope so.

LARA NEXT-GEN

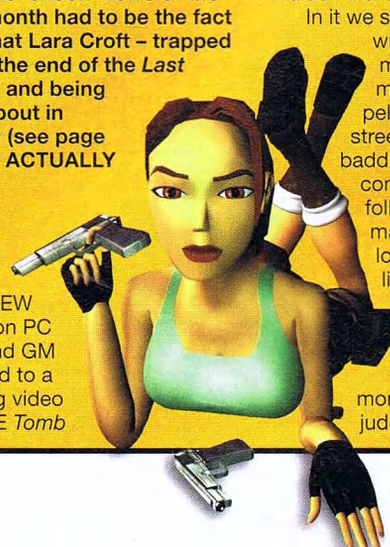
She's not dead! Oooohhh!

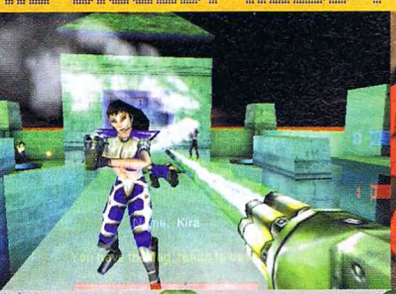
The 'shock' news of the month had to be the fact that Lara Croft – trapped at the end of the *Last Revelation* and being mooned about in *Chronicles* (see page 30) – ISN'T ACTUALLY DEAD!

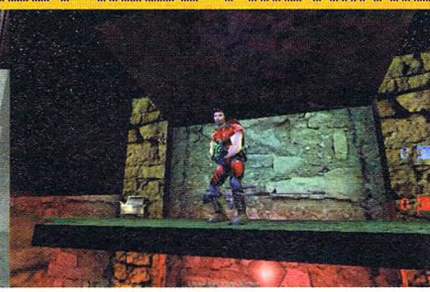
Oh yes! Surprise, surprise she'll be back in a NEW adventure on PC and PS2 and GM were treated to a minute-long video of IN-GAME *Tomb Raider: Next Generation* footage.

In it we saw a dingy dungeon, with rain-dripped manacles swinging moodily, before Lara pelted down a nearby street pursued by some baddies. This odd combination was closely followed by yet more manacle swinging. It all looks very nice – exactly like the Lucozade ad – but as for gameplay?...

We'll have shots from the demo next month so you can judge for yourself.







UNREAL TOURNAMENT

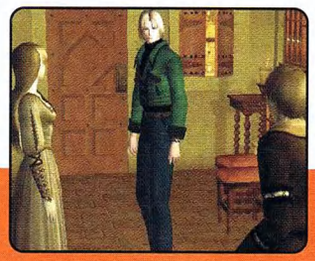
This time it's on PS2. Honest!

You may remember that the last time we talked about *Unreal Tournament* we weren't that kind about it. After playing a version at this year's E3 that quite frankly shouldn't have been on show, we were worried.

Well we're pleased to report that if the five minute video of the game in action we've seen and these new GENUINE PS2 shots are to be believed, then Unreal Tournament is now bang on target! Phew.

It's fast, the action is frantic and it has all the violence of the PC original – including a four-player split-screen mode! Wanted to play UT but couldn't afford a £200 PC? Get in! More on this awesome looking game soon!

SILENT KILLER



Shadow of Memories heads to PlayStation2!

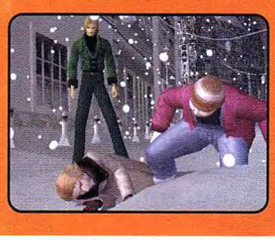
You're dead! No, not an empty threat from your mates on GM, you actually play a murder victim in this creepy third-person PS2 adventure from the blokes who last chilled your marrow with *Silent Hill*.

Formerly know as *The Day & Night of Walpurgis*, the spooky idea behind this game is to revisit the days leading up to your murder and work out what happened. Set in a beautifully realised German town, a go on the demo version suggests you'll spend a lot of time meeting characters from your former life and collecting clues to progress through the twisty turny plot.

Bizarrely, the puzzles are structured back-to-front and are solved by you going back in time to stop events from happening. So you'll start with a fire trapping you in a room and have to go back to the past to move the lamp that started it.

It's more of an RPG than a shotgun pumping survival horror game with the PS2's power most obviously used to create amazingly realistic looking facial expressions and flowing hair straight off a shampoo ad.

Due out in Japan this year and early next in the UK, this is *Silent Hill*'s even more twisted cousin. More details soon!



▼ Imagine *Silent Hill*'s intro but playable. This is going to be big.

TALKIN' ABOUT A REVOLUTION!

Rayman to star in PS2's first platformer!

One thing that was sorely lacking at PS2's Japanese launch was a decent 'loose yourself' title. Imagine a new Nintendo machine being launched without a *Mario*!

Looks like that's been sorted for the UK PS2 launch though, with *Rayman Revolution* from Ubisoft – yup, the return of everyone's favourite limbless wonder.

It's something of a visual stunner and faster than a ferret trying to escape a Yorkshireman's trousers. It started life as a port of the DC version of *Rayman 2*, which explains how Ubisoft have managed to bash it out so quickly – although there are plenty of new elements this time round including different levels and less linear gameplay.

Previous *Rayman*s were famed for being pretty difficult but *Revolution* is said to be the trickiest one yet! It's out at launch so if you fancy a bit of PS2 platformery, this is the one to watch...

▲ Just the ticket for the PS2 launch – a massive platform adventure to get stuck into!

NAMCO ANNOUNCE SMASH COURT TENNIS 3 FOR PLAYSTATION!

COME ON YOU REDS

Revolutionary shooter for PS2 & DC!

One of the most exciting games at ECTS was first-person shooter *Red Faction*, headed to PS2 and PC early next year. While on PC it's just another *Half-Life*-style romp, for a console title this is practically revolutionary.

There are, of course, multi-player modes, but with *Unreal Tournament* and *Quake 3* confirmed for PS2, this is really going to make its mark with the one-player game – a compelling action-adventure with a gripping storyline that includes subtleties that no other first-person console game can come close to rivalling.

A clever real-time geometry modification system means that the environment is totally destructible – so you'll be able to cause rock slides that will then alter the path of a lava flow right into a group of enemies, for example.

There's also a selection of land, sea and air vehicles scattered throughout the 20 levels, including a mini-sub, armoured car and hovering assault craft! It's out early next year and we'll bring you more just as soon as we get it!

► Fancy a huge, story-driven first-person shooter for your PS2? You got it.

He's new and improved!

ChrisDeering©2

Looks like it's not only PlayStation that's been getting a wash and brush up at Sony. UK Sony boss Chris Deering has undergone a makeover of PSone proportions himself!

Before – a little shiny and it looks as though his mum has dressed him. After – Whoa momma! Look out Tom Cruise! Never mind the riots that are going to kick off when people can't get a PlayStation2 this Christmas – wait till the ladies catch site of our Chris! Mmmmm...

Next month: Shigeru Miyamoto gets a proper hair cut.

GO COMMANDO

Allied carpet bombing!

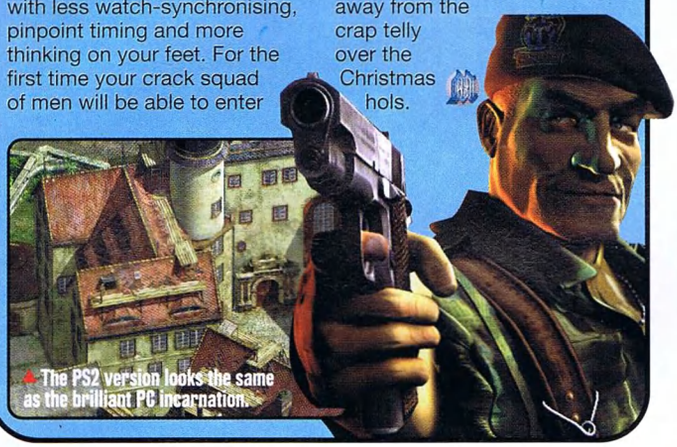
World War 2 might have been a sequel but it's inspired some mighty fine games – *Hidden & Dangerous*, *Medal of Honour* and now, the follow-up to Eidos' tommy gun-tastic, PC smash *Commandos* that's now also confirmed on PS2.

We've seen the PS2 version in action and it's looking fantastic with developers Pyro Studios using ultra crisp pre-rendered backdrops (like you get in *Resi*) and hi-res troops. It's like *C&C* in close up.

The whole pace of the game has gone up a notch with less watch-synchronising, pinpoint timing and more thinking on your feet. For the first time your crack squad of men will be able to enter buildings where they'll be thrown into fire fights and there'll be vehicles to make Airfix fans cry including Panzer Tanks, Willy Jeeps and massive battleships.

Unlike the original, your chaps all share the same abilities to a greater or lesser extent so they can turn their hand to anything in an emergency but each one still has their own speciality. And you get a new commando dog character! Down boy!

Other than that, expect more of the brilliantly designed same. This could be the surprise PS2 title to keep you away from the crap telly over the Christmas hols.



The PS2 version looks the same as the brilliant PC incarnation.

SPYRO JUMPS PLATFORM

Dragon goes boxing!

Alright, so it's not Mario ditching Nintendo. Or Sonic storming out of Sega, swearing at the security guards. But the shock announcement that *Spyro the Dragon* is going multi-format for his fourth game leaves Sony without a cutesy platform star to call their own.

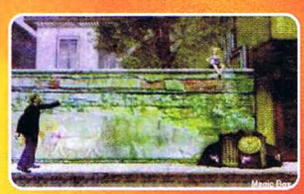
Although Spyro's done his stuff exclusively on PlayStation up until now, with two huge selling games and the latest one (*Spyro 3: Enter the Dragon*) out before Christmas, don't make the mistake of thinking Sony owns the purply one. His real bosses, at Universal Interactive Studios, have decided instead to bring out *Spyro 4* on X-box, Game Boy Advance and PC as well, keeping the Sony Spyro massive happy with a PS2 version (all planned for Spring 2002).

We don't reckon we've seen the last of this kind of format hopping either. Expect to see plenty of the current crop of gaming stars go multi-format as publishers spread their bets on who'll win the next console war, or as the likes of Microsoft paying out to tempt characters exclusively onto their machine. Don't forget Universal Interactive also have a certain Crash Bandicoot on their books. *Crash 5* on X-box? *Spyro 8* on Gamecube? Anything is possible!

SCANDAL MONGER

PLAY MISTY FOR ME

Silent Hill is going to return next year and this time it's going to be on the PS2 – but the mist will remain. It was initially used to cover up a the PS limitations but became such a trademark that they're keeping it in, but this time it will disperse as characters pass through it. Also, it stars a new bloke called James Sunderland who returns to *Silent Hill* after receiving a letter from his dead wife... Nowt as queer as folk!



RESI EVIL ZILCH

Remember *Resident Evil: Zero*? It was going to be one about the events before the first *Resi* and it was going to be out on the N64. Well it isn't any more. Despite being quite a way into development Capcom are now shifting the whole thing to Ninty's new console, Gamecube. A similar move was done for *Onimusha* from the PS to the PS2.

DOUR SCOTSMAN TO PROMOTE GAME

Anco, makers of the highly regarded but not always solid *Player Manager* series, have pulled off a coup by drafting in Alex Ferguson – the most famous and successful footie manager in England – to be the face of *Player Manager 2001*. Finally the game should have the clout to do the business when it hits the shops next month.

PRAISE BE TO POD

The DC is slowly getting it's online stuff sorted out. Following on from *Chu Chu Rocket* comes *POD 2* from Ubisoft. This is a follow-up PC title and is a futuristic racer set on the planet Damethra where the inhabitants have to hot tail it away from a mutating virus. They'll be 10 tracks, online multi-player leagues, team and pursuit events all featuring up to six online players. It'll be interesting to see how a fast-moving 3D game fairs on-line after the surprisingly chuggy *Chu Chu*...

SHENMUE DIRECTOR LEAVES - CHAPT 2 TO BE FINISHED BY TEAM!

WOT NO RING?

EA finally unveil WCW Backstage Assault!

***WCW Backstage Assault*? Isn't that sort of thing illegal in 20 US states? Still, it's the latest grappling outing from EA – and it's the first ever wrestling game to feature absolutely NO in-ring action! What the...?!**

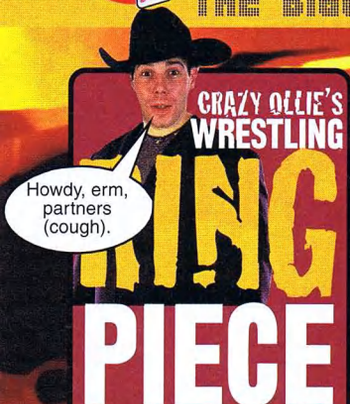
It's got seven different environments – including a boiler room, gym, garage and toilet (!) – each with two or three areas. So it sounds as if you're going to be spending as much time flapping about the place as you are actually fighting.

There are loads of interactive elements to each area, including rubber tyres to bounce off, crates to clamber up and a massive selection of weapons to use.

While *WCW* doesn't boast the household names of the WWF, there are over 50 characters, including the gnarled likes of Sting, Goldberg, Vampiro and more recent additions to the wrestling roster such as Mike Awesome and Lance Storm.

Let's just hope it doesn't fall into the trap of being a poor man's beat-'em-up with wrestlers in it. It's out next month for PlayStation, with the N64 version apparently only being released in the US.

Rather than use a ring the new *WCW* has you fighting in the streets!



CRAZY OLLIE'S WRESTLING RING PIECE

GM'S WRESTLING EXPERT DISHES THE DIRT!

Good old Vince McMahon is often credited with being a 'creative genius' but the WWF hasn't half played host to some *pathetic* characters in its time. Read on...

Long before The Go(o)dfather was invented, Charles Wright was plying his trade as Papa Shango, a voodoo priest who once made black goo leak from the Ultimate Warrior. Shane Douglas, who had real-life aspirations to become a teacher, was packaged as Dean Douglas: a teacher. He was not a success.

Bull Buchanan's days as a member of the Truth Commission are fondly remembered by precisely no one. Still, who can forget Al Snow's stint as Leif Cassidy, part of the New Rockers with Marty Jannetty? Even that wasn't as bad as the Red Rooster character that was foisted upon poor old Terry Taylor though, who had to *cluck* on his way to the ring. At least he didn't go around licking people's heads, á la the Bushwhackers.

I could go on... Doink and Dink, the Gobbledy-gooker, Irwin R Shyster, Repo Man, Bastion Booger, High Energy, Giant Gonzales, Kim Chee, Saba Simba, Zeus, Aldo Montoya, Tugboat, Ludvig Borga, Tatanka, the Bodydonnas...

Makes you realise that the success of characters like The Rock and 'Stone Cold' Steve Austin – who started their WWF careers as dweeby do-gooder Rocky Maivia and the utterly forgettable Ringmaster (!) – has as much to do with the law of averages as anything. Throw enough gimmicks at an expectant audience and *some* of them are bound to stick.

▲ With a host of airborne and ground-based vehicles *Dropship* is the definitive PS2 RTS.

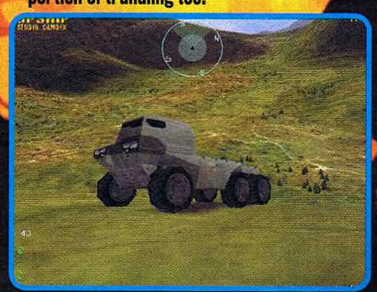
SONY DROP ONE

Dropship touches down!

▼ The planets are ultra-realistically mapped.

Fly in your dropship, deposit its cargo of men and equipment, then take them into battle. Awesome.

▼ It's not all flying. There's a fair portion of trundling too.



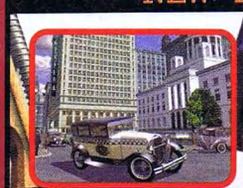
Screen fillingly huge future military hardware? Ah, you'll be needing one of those dropships to get that lot to the battlefield, mate.

Sony Europe's new action strategy game might have had difficulty, in it's slightly rough 50% completed form, attracting wandering eyes away from the likes of *GT2000* at ECTS but come Autumn next year you could be totally caught up in its world.

Think full-on future war with a mix of different game styles. One minute you're flying through the cannons in a fighter, the next transporting tanks in a massive lorry over the nicely detailed landscapes.

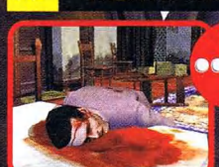
You've got control over a whole army with missions taking in stealth, surveillance and good old fashioned escorting. Particularly impressive was the welter of radio communication between you and your commanders. With a year's work left to do, *Dropship*'s one to keep your eyes on.

NEW POKEMON CENTRE TO HIT LONDON IN AUTUMN 2001



CRIME PLAYS!

Mafia coming to PS2!



It might not have the official horse head-severing license. But the latest PC epic from the *Hidden & Dangerous* coders Illusion Softworks drew huge crowds at ECTS.

Best thought of as *Driver* meets *H&D* wearing concrete slippers, *Mafia: The City of Lost Heaven* makes *GTA*'s crims look like shop lifters. Set in '30s America, this third-person action game has you rising from footsoldier to Godfather by undertaking mob hits, shootouts and car chases. The car bits were particularly impressive with over 60 period vehicles on offer.

Due out Spring 2001, it's yet another hot PC title.

BUGGIN' OUT

Starship troopers goes realtime!

Seen the film *Starship Troopers*? It was just two hours of tooled up futuristic soldiers blasting an endless stream of giant insects.

Wicked! It was crying out to have a computer game made of it. Acclaim had a go, called it *Armorines* and it was complete pants. But this time Hasbro have ditched the first-person shooter idea and made it all go realtime strategy – basically it's *Ground Control* with bugs.

You get to control a platoon of Terran soldiers on the Arachnid planet of Klendathu and have to point and click your way to victory. There's 15 different alien creepy crawlies that attack from the ground and the sky... and then try and rip you to pieces. Or you can have a go at commanding the Arachnids themselves! Definitely one to watch out for.

Imagine the world of *Starship Troopers* combined with the RTS action of *Ground Control*. This will rule bigstyle.

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GO SOLO and stay in control.

ANOTHER SENSIBLE PURCHASE

SOLO

CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

UK TOP 40 GAMES CHART

NO.	GAME	FORMAT	PUBLISHER	PREVIOUS POSITIONS (Last week / 2 weeks ago / 3 weeks ago)	Weeks on chart
1	TOCA World Touring Cars	PS	Codemasters	1 / * / *	2
2	Pokémon Yellow	GBC	Nintendo	2 / 1 / 1	12
3	Sydney 2000	PS, PC, DC	Eidos	9 / * / *	2
4	X-Men Mutant Academy	PS, GB	Activision	4 / 3 / 3	3
5	Parasite Eve 2	PC	Eidos	5 / * / *	2
6	Tony Hawk's Pro Skater	PS, DC, N64	Activision	4 / 4 / 4	30
7	The Sims	PC	EA	7 / 9 / 10	30
8	Deus Ex	PC	Eidos	8 / 7 / 3	5
9	Driver	PS, PC, GB	Infogrames	6 / 2 / 2	50
10	WWF Smackdown	PS	THQ	12 / 11 / 6	21
11	Perfect Dark	N64	Nintendo	12 / 13 / 13	10
12	Pokémon Blue	GBC	Nintendo	10 / 5 / 8	47
13	Pokémon Red	GBC	Nintendo	11 / 6 / 7	47
14	Rayman	Multi	Ubisoft	13 / 8 / 11	153
15	F1 Grand Prix 3	PC	Hasbro	14 / 14 / 17	6
16	Champ Manager '00/'99	PC	Eidos	18 / 23 / 16	40
17	Shogun: Total War	PC	EA	19 / 31 / 24	12
18	Theme Park World	PC, PS	Bullfrog	17 / 20 / 30	26
19	Colin McRae Rally 2.0	PS	Codemasters	16 / 14 / 12	13
20	F1 2000	PC	EA	24 / 24 / 27	24
21	Tomb Raider 3	PS, PC	Eidos	20 / 19 / 18	78
22	Worms	PS, PC	Infogrames	25 / 15 / 15	149
23	FA Premier League Manager 2	KPC	EA	21 / 17 / 14	22
24	Grand Theft Auto 2	PS, PC, DC	Take 2	23 / 21 / 17	26
25	Age of Empires 2	PC	Microsoft	30 / * / *	36
26	FIFA 2000	PS, PC	EA	33 / 30 / 37	40
27	World Championship Snooker	PS	Codemasters	27 / 26 / 21	10
28	Super Mario Bros	GBC	Nintendo	24 / 16 / 19	16
29	Norton Antivirus 2000	PC	Symantec	Re-Entry	12
30	Metal Gear Solid	PS	Konami	37 / 29 / 26	48
31	Warioland 3	GBC	Nintendo	28 / 28 / 25	5
32	Earth 2150	PC	Mattel	31 / 34 / 39	8
33	Pokémon Stadium	N64	Nintendo	26 / 24 / 23	22
34	Worms Armageddon	Multi	Infogrames	* / 38 / 32	25
35	Rally Championship	PS, PC	EA	Re-Entry	4
36	FA Premier League Stars	PS, PC	EA	Re-Entry	19
37	Hogs of War	PS	Infogrames	Re-Entry	9
38	Diablo 2	PC	Havas	29 / 27 / 20	10
39	Grand Theft Auto	PS, PC, GB	Take 2	Re-Entry	130
40	Spyro the Dragon	PS	Sony	40 / * / *	39

ChartTrack

GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 40 in GM every month! It's the only chart that counts!

Software charts compiled by ChartTrack, ©1999 ELSPA (UK) Ltd.
www.elspa.com

US CHARTS

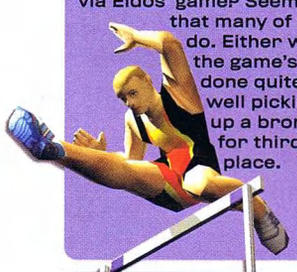
No.	Game	Format
1	Chrono Cross	PS
2	Madden NFL 2001	PS
3	WWF Royal Rumble	DC
4	Tenchu 2	PS
5	World Series Baseball 2K1	DC
6	Super Mario World Delux	GBC
7	NFL Game Day 2001	PS
8	NCAA Football 2001	PS
9	Virtua Tennis	N64
10	Pokémon Yellow	GBC

TOC IT TO 'EM!

Such is the appetite for fresh driving thrills, the latest *TOCA* has hit the ground running and slipped into pole position. Before this entry – as Coldplay would say – it was all Pokémon Yellow.

G'DAY SPORT!

The Olympics are nearly over. So do you fancy replaying the whole thing via Eidos' game? Seems that many of you do. Either way the game's done quite well picking up a bronze for third place.

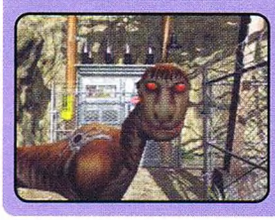


GRRREAT!

It's just so life affirming how a Platinum release breaths new life into an old classic. *Tony* for £20 sends him hurtling back into the top 10 and number 2 is just around the corner.

EVE-HO!

A very tidy showing from mutating survival horror *Parasite Eve*. It just goes to show that Square should have got round to releasing the original in the UK. The fools!



JAP CHARTS

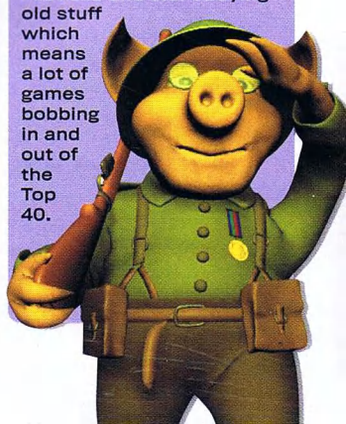
No.	Game	Format
1	Dragon Quest 7	PS
2	Koro Koro Kirby	GBC
3	Jikkyou World Soccer 2K	PS
4	Mario Story	N64
5	Eternity Suite	PS
6	Shin Sangoku Musou	PS2
7	My Summer	PS
8	Yugioh Dual Monsters 3	GBC
9	Mario Tennis	N64
10	Jikkyou Pro Baseball 2K	PS

X-CITING!

Oooh the power of film! It's a very 'special' game by any stretch of the imagination but, thanks to the X-Mania sweeping the nation, it's nestled quietly in the top five.

ODD MONTH!

It's the end of the summer and not much is coming out. So people get restless and start buying old stuff which means a lot of games bobbing in and out of the Top 40.



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COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule around so you can find out exactly what's on the horizon for your chosen format.

SEPTEMBER

22nd	NIGHTMARE CREATURES 2	Konami	11-14	DC
22nd	RENEGADE RACERS	Virgin	3-10	DC
22nd	F/A-18E SUPER HORNET	Virgin	3-10	PC
22nd	STAR TREK: NEW WORLDS	Virgin	NONE	PC
22nd	MADDEN NHL 2001	Pinnacle	NONE	PC
22nd	GOLF 2001	Gem	NONE	PC
22nd	WACKY RACES	Infogrames	3-10	PC
22nd	WIZARDS & WARRIORS	Activision	NONE	PC
22nd	FROGGER 2	Hasbro	NONE	PC
22nd	WACKY RACES	Infogrames	3-10	PS
22nd	SUPERMAN	Virgin	NONE	PS
22nd	ACTION BASS	Jack	NONE	PS
22nd	GERRY LOPEZ SURF RIDERS	Ubi Soft	NONE	PS
22nd	ATV QUAD POWER RACING	Sony	3-10	PS
22nd	NIGHTMARE CREATURES 2	Konami	11-14	PS
22nd	MEDAL OF HONOR	Platinum	NONE	PS
22nd	ALIEN RESURRECTION	Pinnacle	NONE	PS
22nd	KOUDELKA	Infogrammes	NONE	PS
22nd	HERCULES	Virgin	NONE	N64
22nd	BLUES BROTHERS 2000	Virgin	NONE	N64
29th	MILLE MIGLIA	Pinnacle	NONE	PS
29th	BEST OF ABE'S ODDYSEE	Infogrames	NONE	PS
29th	BEST OF DOOM	Infogrames	NONE	PS
29th	MAGICAL DROP	Virgin	3-10	PS
29th	TONY HAWK'S PRO SKATER 2	Activision	NONE	PS
29th	TINY TOONS: TOONSTEIN	Virgin	3-10	PS
29th	BALDUR'S GATE	Virgin	15-17	PS
29th	TONKA DIG & RIGS	Hasbro	NONE	PC
29th	IN COLD BLOOD	Ubi Soft	NONE	PC
29th	V RALLY 2	Infogrames	3-10	PC
29th	F1 MANAGER	Pinnacle	3-10	PC
29th	BLAIR WITCH	Jack	NONE	PC
29th	WAR TORN	Virgin	11-14	PC
29th	BALDUR'S GATE 2	Virgin	15-17	PS
29th	POKEMON PINBALL	THE	NONE	GB
29th	BUST A MOVE MILLENNIUM	Acclaim	3-10	GB
29th	WINNIE THE POOH ADVENTURE	Ubi Soft	NONE	GB
29th	PLAYER MANAGER 2000	Gem	NONE	GB
29th	MICRO MACHINES V3	Gem	NONE	GB
29th	FLINSTONES: BURGER TIME	Virgin	NONE	GB
29th	STREET FIGHTER ALPHA 3	Virgin	11-14	DC
29th	TOY STORY 2	Activision	3-10	DC
29th	WHO WANTS TO BE A MILLIONAIRE	Eidos	NONE	DC
29th	POD 2	Ubi Soft	NONE	DC
TBC	RAMPAGE THROUGH TIME	Midway	NONE	PS
TBC	SPEEDBALL 2100	Gem	NONE	PS
TBC	MTV SPORTS SNOWBOARDING	Gem	11-14	PS
TBC	SNO-CROSS RACING CHAMPIONSHIP	Crave	3-10	PS
TBC	MK SPECIAL FORCES	Midway	NONE	PS
TBC	WAR LORDS BATTLECRY	Gem	NONE	PC
TBC	ODYSSEY	Cryo	NONE	PC
TBC	JEDI POWER BATTLES	Activision	3-10	DC
TBC	AEROWINGS 2: AIR STRIKE	Crave	NONE	DC
TBC	LEGEND OF THE RIVER KING	Crave	NONE	GB
TBC	MEN IN BLACK 2	Crave	3-10	GB
TBC	LEMMINGS	Take 2	NONE	GB
TBC	DRAGON DANCE	Crave	3-10	GB
TBC	TRICK BOARDER	Crave	3-10	GB
TBC	AUSTIN POWERS	Jack	NONE	GB
TBC	SOCCER FIVE ON FIVE	THE	NONE	GB
TBC	F1 RACING CHAMPIONSHIP	Ubi Soft	3-10	GB
TBC	POKEMON SNAP	THE	NONE	N64

OCTOBER

6th	STARSHIP TROOPERS	Hasbro	NONE	PC
6th	METAL GEAR SOLID	Gem	NONE	PC
6th	MIDTOWN MADNESS 2	Gem	NONE	PC
6th	STUNT GP	Hasbro	3-10	PC
6th	STUNT GP	Sony	NONE	DC
6th	RAILROAD TYCOON 2	Take 2	3-10	DC
6th	BANGAI-O	Virgin	NONE	DC
6th	SPACE CHANNEL 5	Sega	NONE	DC
13th	TIMESTALKERS	Gem	NONE	DC
13th	SPACE RACE	Infogrames	NONE	DC
13th	UEFA 2001	Infogrames	NONE	DC
13th	CASPER	Virgin	3-10	GB
13th	MARIO PARTY 2	THE	3-10	N64
13th	UEFA 2001	Infogrames	NONE	PS
13th	UEFA 2001	Infogrames	NONE	PC
13th	BEST OF UNREAL TOURNAMENT	Infogrames	NONE	PC
13th	CRIMSON SKIES	Gem	NONE	PC
13th	GALAGA	Hasbro	NONE	PC
13th	PACIFIC AIR WARRIORS	Virgin	3-10	PC
13th	4x4 TROPHY	Virgin	NONE	PC
13th	SQUAD LEADER	Hasbro	NONE	PC
20th	METROPOLIS STREET RACER	Sega	3-10	DC
20th	GUNBIRD 2	Virgin	NONE	DC
20th	STREET FIGHTER 3: 3RD STRIKE	Virgin	11-14	DC
20th	SUPER RUNABOUT	Virgin	11-14	DC
20th	DUCK DODGERS	Infogrames	NONE	N64
20th	BUGS & TAZ	Infogrames	NONE	PS
20th	TOY STORY 2	Platinum	3-10	PS
20th	B17 FLYING FORTRESS	Hasbro	11-14	PC
20th	BALDUR'S GATE 2 DVD	Virgin	15-17	PC
20th	RACING MADNESS	Gem	NONE	PC
20th	ATARI COLLECTION	Hasbro	NONE	PC
20th	FUR FIGHTERS	Acclaim	3-10	PC
20th	BUGS & TAZ	Infogrames	NONE	PC
27th	COMBAT FLIGHT SIM 2: PACIFIC	Gem	NONE	PC
27th	COMBAT FLIGHT SIM 2: EUROPE	Gem	NONE	PC
27th	EXTREME SPORTS	Sega	NONE	DC
27th	FERRARI 355	Acclaim	3-10	DC
27th	TOM & JERRY	Jack	NONE	GB
27th	CASPER	Virgin	3-10	GB
27th	FLINTSTONES: BURGER TIME	Virgin	NONE	GB
27th	VANISHING POINT	Acclaim	3-10	PS
27th	TIGGER'S HONEY HUNT	Ubi Soft	NONE	PS
TBC	MARTIAN GOTHIC: UNIFICATION	Take 2	11-14	PS
TBC	REPLAY QUAKE	Infogrames	NONE	PC
TBC	THANDOR	Infogrames	NONE	PC
TBC	SIDEWINDER STRAT COMMANDER	Gem	NONE	PC
TBC	ARCATERA	Ubi Soft	NONE	DC
TBC	F1 RACING CHAMPIONSHIP	Ubi Soft	3-10	DC
TBC	UEFA STRIKER MILLENNIUM	Infogrames	NONE	DC
TBC	JEDI POWER BATTLES	Activision	3-10	DC
TBC	EXCITEBIKE 64	Nintendo	3-10	N64
TBC	F1 RACING CHAMPIONSHIP	Ubi Soft	3-10	N64
TBC	STARCRAFT 64	THE	NONE	N64
TBC	KIRBY 64	THE	NONE	N64
TBC	MARIO TENNIS	THE	3-10	N64
TBC	F1 RACING CHAMPIONSHIP	Ubi Soft	3-10	N64
TBC	MARIO'S STORY	THE	NONE	N64

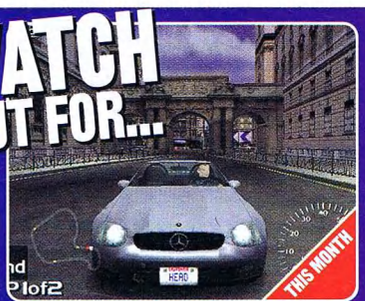
NOVEMBER

3rd	DAVE MIRRA FREESTYLE BMX	Acclaim	3-10	DC
3rd	DAVE MIRRA FREESTYLE BMX	Acclaim	3-10	GB
3rd	INTERNATIONAL KARATE 2000	Virgin	NONE	GB
3rd	FORMULA 1 2000	Jack	NONE	GB
3rd	STRIDER 2	Virgin	NONE	PS
3rd	ACTION MAN PACK	Hasbro	NONE	PC
3rd	BEST OF DRIVER	Infogrames	NONE	PC
10th	ALONE IN THE DARK 4	Infogrames	NONE	PC
10th	LINKS 2001	Gem	NONE	PC
10th	CASINO	Gem	NONE	PC
10th	ECW ANARCHY RULZ	Acclaim	15-17	DC
10th	ALONE IN THE DARK 4	Infogrames	NONE	DC
10th	QUAKE 3	Gem	NONE	DC
10th	ALONE IN THE DARK 4	Infogrames	NONE	PS
10th	DIGIMON WORLD	SVG	NONE	PS
10th	SUPERCROSS	Infogrames	NONE	GB
17th	DONKEY KONG COUNTRY	THE	NONE	GB
17th	LOONY TOONS MARTIAN ATTACK	Infogrames	NONE	GB
17th	DRIVER 2	Infogrames	NONE	PS
17th	321 SMURF	Infogrames	NONE	PS
17th	EUROPEAN SUPER LEAGUE	Virgin	3-10	PC
17th	321 SMURF	Infogrames	NONE	PC
17th	CLASSIC BOARD GAMES	Gem	NONE	PC
17th	PANDORA'S BOX	Gem	NONE	PC
24th	SIMON THE SORCERER	Hasbro	11-14	PC
24th	HEIST	Virgin	NONE	PC
24th	JET SET RADIO	Gem	NONE	DC
27th	VANISHING POINT	Acclaim	3-10	DC
TBC	HEROES OF M&M 3	Ubi Soft	NONE	DC
TBC	VIRTUAL POOL 3	Virgin	3-10	DC
TBC	ULTIMATE FIGHTING CHAMPIONSHIP	Crave	NONE	DC
TBC	EUROPEAN SUPER LEAGUE	Virgin	3-10	DC
TBC	CANNON FODDER	Pinnacle	NONE	GB
TBC	HARVEST MOON 2	Crave	3-10	GB
TBC	POKEMON ATTACK	THE	NONE	GB
TBC	WETRIX	Infogrames	NONE	GB
TBC	NINJA PROJECT	Crave	NONE	GB
TBC	BANJO TOOIE	THE	NONE	N64
TBC	ZELDA GAIDEN	THE	NONE	N64
TBC	RIQU	THE	NONE	N64
TBC	POKEMON ATTACK	THE	NONE	N64
TBC	MICKEY'S SPEEDWAY USA	THE	NONE	N64
TBC	LMA MANAGER 2001	C'Masters	NONE	PS
TBC	INTERNATIONAL CRICKET CAPTAIN	Gem	NONE	PS
TBC	ULTIMATE FIGHTING CHAMPIONSHIP	Crave	NONE	PS
TBC	MORT THE CHICKEN	Crave	NONE	PS
TBC	EUROPEAN SUPER LEAGUE	Virgin	3-10	PS
TBC	INCREDIBLE CRISIS	Virgin	NONE	PS
TBC	GRANDMASTER CHESS	Virgin	3-10	PC
TBC	DENIS THE KANGAROO	Virgin	3-10	PC
TBC	PEACEMAKERS	Infogrames	NONE	PC

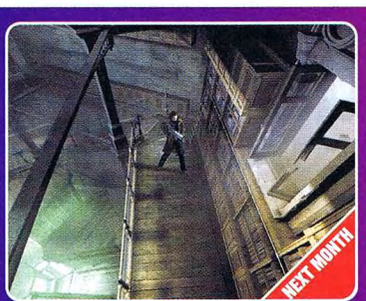
DECEMBER

1st	SHENMUE	Gem	11-14	DC
1st	SEGA GT	Gem	NONE	DC
1st	TONY HAWK'S PRO SKATER 2	Activision	NONE	DC
1st	TONY HAWK'S PRO SKATER 2	Activision	NONE	GB
8th	SEGA WORLDWIDE SOCCER 2001	Gem	NONE	DC
8th	SAMBA DE AMIGO	Gem	NONE	DC
8th	ARMY MEN OPERATION MELTDOWN	Centresoft	11-14	PS
8th	LINKS 2001 ADD ON PACK	Gem	NONE	PC
8th	CONQUEST FRONTIER WARS	Gem	NONE	PC
15th	PHANTASY STAR ONLINE	Gem	NONE	DC
15th	POKEMON TRADING CARD GAME	THE	NONE	GB
TBC	ARMY MEN: SARGE'S HEROES	Centresoft	11-14	DC
TBC	EHRGEIZ	Centresoft	15-17	PS

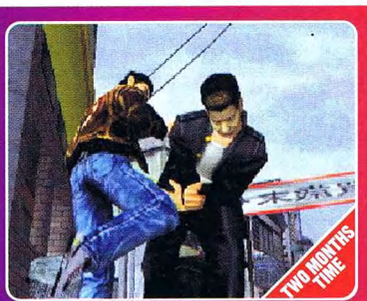
WATCH OUT FOR...



• METROPOLIS STREET RACER
It's a capital offence! Tear up those city streets in this slick looking driver.

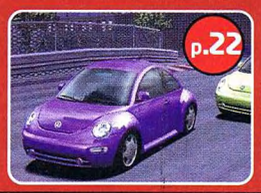


• ALONE IN THE DARK 4
The creators of survival horror return to take on Capcom. You scared yet?



• SHENMUE
Yu Suzuki brings a whole new world to life for your gaming pleasure!

• FINAL FANTASY 9
Heading back to its sword and sorcery roots and looking mighty fine for it.


p.22

GRAN TURISMO 2000
Crystal clear graphics, unbeatable physics and more cars than two multi-storey car parks glued together with traffic wardens. The best *GT* yet!

OUT: NOV
FORMAT: PLAYSTATION2
PRICE: TBC
DEVELOPER: FREE RADICAL DESIGN
PUBLISHER: EIDOS
SPECIAL FEATURES: MULTITAP
OTHER FORMATS: NONE
CALL: 020 8636 3000
PLAYERS: 1-4

PREVIEWER

Robin Alway

Factpack
The stuff you need to know...

Multi-player Maps	16
Weapons	30+
Characters	60+
Team Size	16

TimeSplitters

Ex-Goldeneye blokes go back to shooting basics! Prepare to spray bullets like there's no tomorrow!

PS2 launch day's going to be a head twiddling, chin stroking nightmare for anyone lucky enough to get Sony's shiny new console under their TV.

Expect to attract suspicious glances from security guards as you pace up down EB trying to decide what's going to have the honour of getting slotted into your DVD drive first.

See next issue for reviews of the full launch line up but in the meantime, start getting very excited about *TimeSplitters*.

Softography
These guys have also made...
This is their first title!

MASTER BLASTER

We gave you a first look at this action stacked first-person shooter last issue and extensive play of a nearly complete version confirms what an absolute blast it is, particularly when it comes to super smooth four-player deathmatches.

The graphics flinging prowess of PS2 means, for the first time on a console, you can have crowds of polygon based enemies legging it towards you, gun muzzles flashing.

Despite being developed by an elite breakaway group from Rare's *Goldeneye* team, mission objectives don't even attempt to match Bond for sophistication. Instead, get ready for pure arcade action and kills on a scale not seen since the likes of *Doom*. There's not much in the way of storyline, just a time travelling plot that's pretty much an excuse to shoot as many enemies as possible over nine episodes that span 100 years. Playing in different time zones also makes for a varied line up of over 30 period weapons, ranging from ratatatating Tommy Guns to plasma spitting Ray Carbines.

...play of a nearly complete version confirms what an absolute blast it is...

TimeSplitters really comes into its own in multi-player though. Hugely detailed levels get flung around on each player's corner of the TV without any slowdown to speak of, suggesting that this is one of the finest console deathmatches. Review next issue!

RETURN TO CASTLE WOLFENSTEIN

The master race goose step back for some allied justice from our massive arsenal. Definitely not quiet on the eastern front!

X-FIRE

It's 2037 and bio-terrorists are on the rampage. So what you gonna do? Combine gunplay with tactics and go a-huntin of course!

PLUS!

CHAMPIONSHIP MANAGER '00/01 (PC) . . 25
DIGIMON WORLD (PS) 28
TOMB RAIDER: CHRONICLES (PS) 30
WIPEOUT FUSION (PS2) 32
STAR WARS: STARFIGHTER (PS2) 34
THE MUMMY (PS) 35

THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...TH

01 1930s Egypt: enough pyramids to put Lara's back out plus mummy and evil fez wearers leaping out of darkened tombs. 02 This be the Cornish Village of the Damned me handsome! Full of zombies and fudge box picture houses. Most disturbing. 03 The 1970s China level is like a classic kung fu movie with armed catering staff and a great big gong. 04 Zip forward to 2030 and it's all cyborgs, robots, aliens and ray guns.

IF I COULD TURN BACK TIME!

Probably the single most impressive thing about *TimeSplitters* is how, with a minimum of fuss, it manages to move highly detailed levels around so quickly.

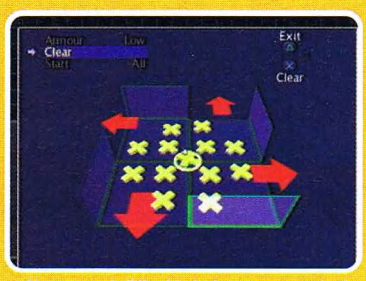
◀ Detailed enemies move like three-year-olds on Sunny D!

▼ The sort of lighting effects you expect from Bond's backroom boys.

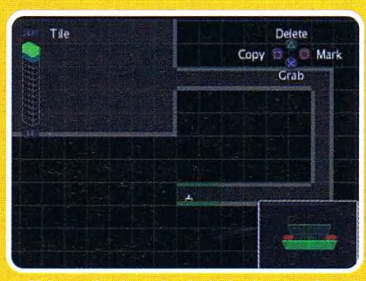
► Look around at the speed of a frozen chicken fired from a cannon.

DEATHMATCH CONSTRUCTION KIT!

You'd expect ex-*Goldeneye* folk to give good deathmatch options but this takes the bourbon. The Level Editor's like *Doom* meets Lego. You can build an original arena from scratch using preset building blocks, chuck in weapons and bots, then (clears throat) LET THE MAYHEM COMMENCE!



▲ Choose your building blocks from a preset selection of rooms, corridors and multi-levelled arenas.



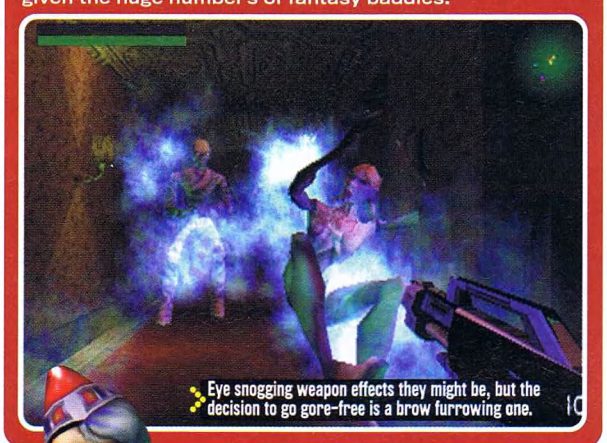
▲ Link your level together by laying it out on the main editor screen. You can have 12 floors of action!

▲ Then it's time to put in your items; armour, guns, restart points. You can even set the lighting!

▲ Now for a test run. If you don't fancy a space setting, simply change the tiles to gothic or '70s!

GUT REACTION!

There's a strange lack of gore in *'Splitters*. Enemies disappear when shot and there's not a drop of blood to be seen. No blown off arms fly around the room. Weird given the huge numbers of fantasy baddies.



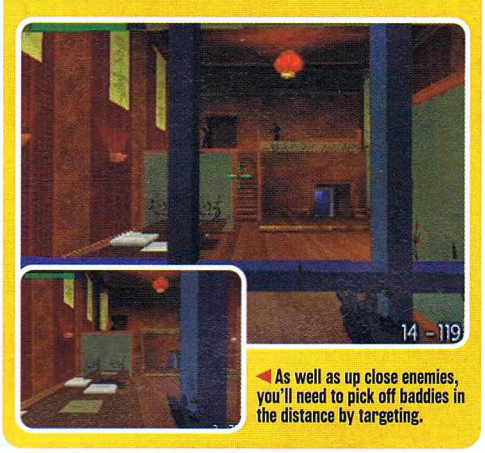
Eye snogging weapon effects they might be, but the decision to go gore-free is a brow furrowing one.

THEY'VE PASSED THEIR EVIL DEGREE!

There might be lots of them coming at you at once but the enemies you'll find here are far from *Doom*'s thicky cannon fodder. They'll roll out of your sights, hide between objects – popping up to take pot shots and crouch down to avoid a hail of lead.

OUT OF SIGHT!

Leave your silent scope at home but you will need to target your weapons to pick off high up and far away enemies.



◀ As well as up close enemies, you'll need to pick off baddies in the distance by targeting.

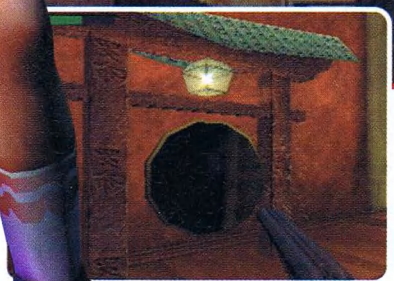
SALE NOW ON AT WEAPONS WAREHOUSE!

TimeSplitters has got an arsenal to die for. Or at least be killed by. The whole time travelling theme might have been done before but there's no denying that it makes for a beautifully varied line up of period guns from 1930s blunderbusses to hi-tech alien rocket launchers.

The hi-tech rocket launcher is awesome and comes complete with a three way secondary fire missile.

▲ Primary fire on the rocket launcher means the sort of explosion that'll give your a TV tan.

▲ These antique duelling pistols from the '30s Egypt levels need all the doubling up help they can get. Check out the blunderbuss below!



▶ The superfly '70s level features the most familiar weapons.

◀ The shotgun turns up in the '70s set level. Shoot the gong to make a crash.

THRONG, TH-THRONG, THRONG, THRONG!

We can't remember seeing as many enemies to kill on the one screen since *Doom*. They attack in great big packs with no sign of slowdown even when there's 15 of them pressing their noses against the inside of your TV.

▲ Oil up your strafing finger to take out the future hordes!

◀ Female cyborgs, cybernetic waiters and lots and lots of robots populate the 2030 levels. Let the plasma fly!

◀ Cartoon zombie police! A few blasts from your shotgun should leave them reeling.

▶ You'll need to dust off your old *Doom* multiple enemy blasting strategies.

SIMPLICITY ULTRA!

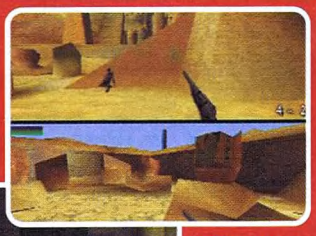
Forget doing anything remotely complicated, the *Splitter*'s one-player Story mode involves getting an object and taking it back to where you started. And that's it!

▼ Off these vicious kung fu chefs, get your object and peg it back to the start. No story to worry you.

▲ Expect former *Goldeneye* code troops to produce some super tight levels.

CO-OP DON'T STOP!

Perfect Dark proved that teaming up with a pal can almost be as much fun as shooting them – hence the *Splitter*'s top co-op mode!



▲ There are no multiple objectives, just two people on one TV blazing away at double the enemies.

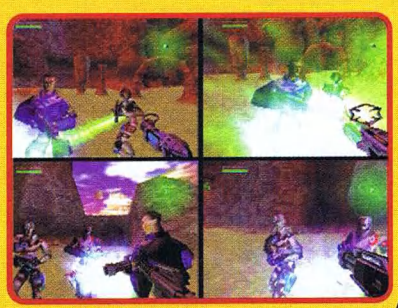
▲ Cover me! You can turn friendly fire on for bullet in the back action!

PRE-ORDER YOUR PS2 MULTITAP TODAY!

It's probably more down to technical polygon shifting prowess than anything else, but *TimeSplitters* offers damn fine four-player deathmatch play. There are stacks of ways to play including Team Game, Last Man Standing and Escort the Assassin and you can have up to 10 bots running around with you!

▲ Mix and match your weapons, characters and stages from any time period and alter every imaginable option.

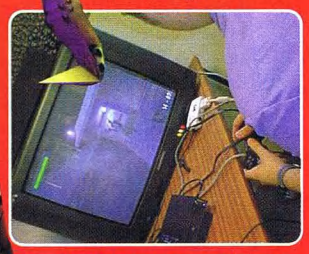
▲ In classic *Goldeneye* fashion, you can play as just about any character in the game. Unlock them in one-player.



▲ Even with four players, 10 bots controlled by the PS2 and these kind of weapon effects, it's still very playable.

First Impressions

Well I'll be a ...on of a gun!

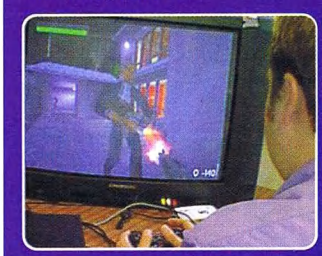


TimeSplitters is an odd one, alright. Developed by some of the people behind *Goldeneye*, yet it's got the sort of plot you could scribble on the back of an envelope. Then there's the big emphasis on arcade action with screens jammed with enemies but... not a single drop of spilt blood.

The answer, really, is just to play it. Then you discover the bottom line is that it's good, old fashioned FUN. You get tightly designed levels crawling with hundreds of enemies and a great range of period weapons to kill 'em with. Forget *Half-Life*'s involving plot or *Goldeneye*'s clever bits, this is a real back to basics frag-fest.

Technically, it's one of the few launch games that shows what PS2's capable of. We can't imagine any current console or, for that matter many PCs, being able to handle such pin-sharp, highly detailed environments while shunting hordes of enemies around so effortlessly.

Multi-player is where it'll win through come November 26th, though. There's never been a four-player shooter that moves as fast and the Level Editor could make the time you spent playing *Goldeneye* deathmatches pale into insignificance.



GOOD COP BAD COP

Couldn't run on any other console, this is an ultra-slick, heavy shooter with an ace multi-player.

No story to get involved with. Just as worrying, no blood and gore which is odd given the action on offer.

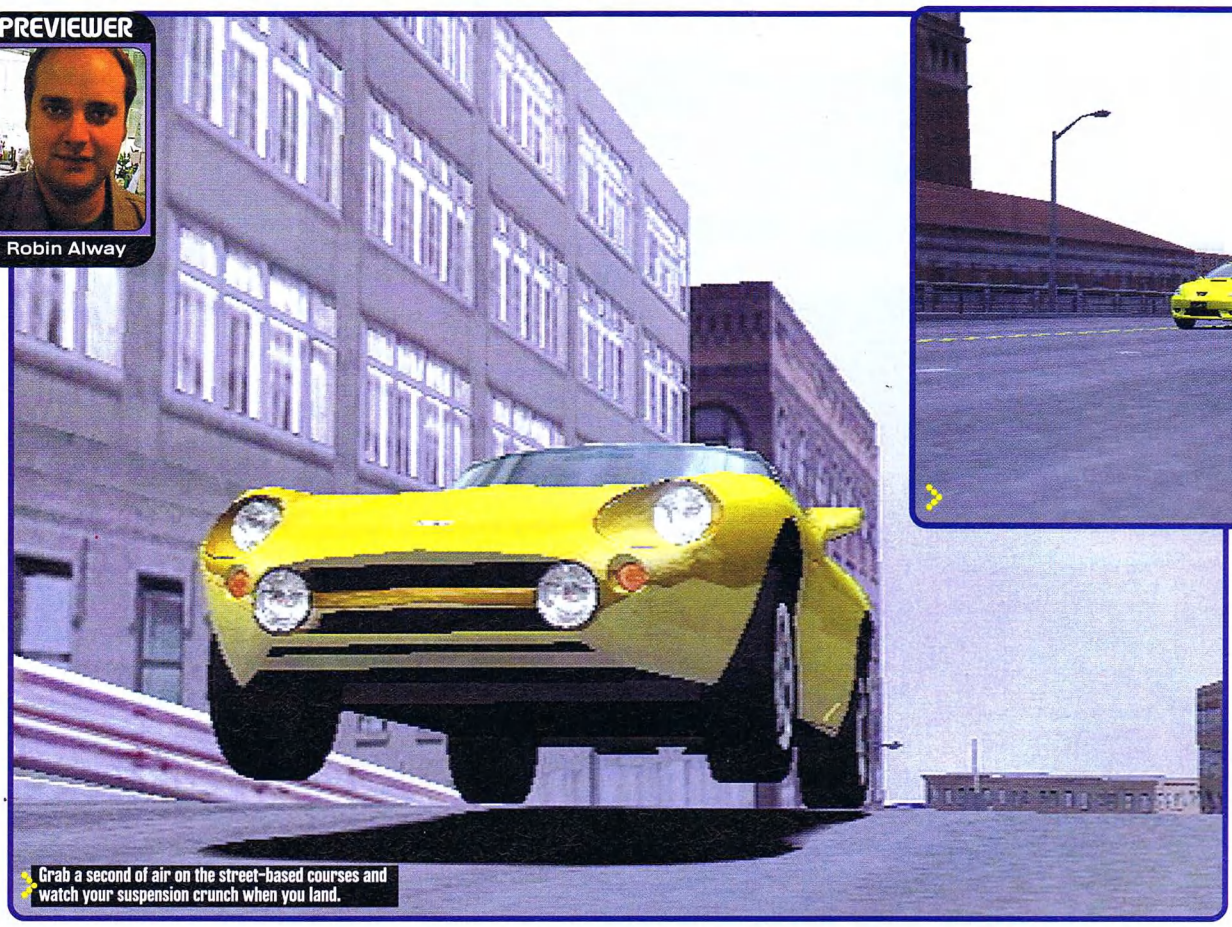
WHERE IT'S AT

It's definitely going to be a launch title so expect the full review from the front line next issue!

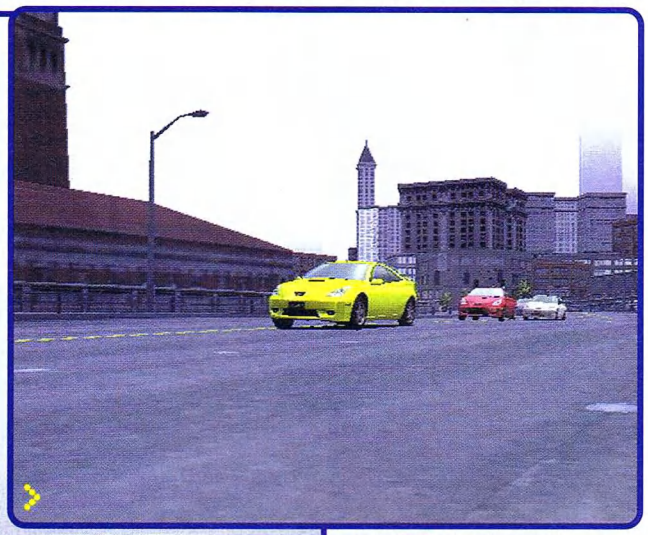
OUT: TBC | **FORMAT:** PLAYSTATION | **PRICE:** TBC | **DEVELOPER:** POLYPHONY DIGITAL | **PUBLISHER:** SONY | **SPECIAL FEATURES:** STEERING WHEEL | **OTHER FORMATS:** NONE | **CALL:** 020 7533 1400 | **PLAYERS:** 1-2

PREVIEWER

Robin Alway



Grab a second of air on the street-based courses and watch your suspension crunch when you land.



The fine detail on the trackside scenery and buildings is eye-rubbingly real.

Hammer it into a corner and you'll see the flare of your opponent's brake lights.

Gran Turismo 2000

Factpack
The stuff you need to know...

Tracks	15
Cars	150
Polygons Per Car	5000
Creation Time Per Car	2 weeks

UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LA

Twenty million polygons a second flying out of your TV! The greatest driving game ever screams towards PS2.

Christ in a Toyota Supra GT! Passing out travel sweets and cranking the stereo up on a one way trip to driving heaven!

An hour in a darkened backstage room with a 75% complete *GT2000* and lead producer Kazunori Yamauchi at last month's ECTS show left GM reeling.

Not only was it looking better than ever before with lush new effects but Sony used the event to pull the cloth off a new force feedback steering wheel. Kazunori reckons it's the biggest single improvement in his quest to create the ultimate racer.

Softography
These guys have also made...

Gran Turismo	91%
Gran Turismo 2	92%
Moto Toon GP	72%
Moto Toon GP 2	79%

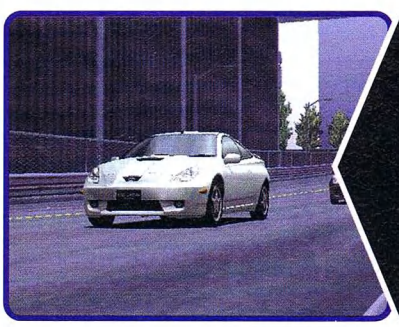
WHEEL TIME

The new wheel, tidy as it was, couldn't compare with the way this build of *GT2000* looked, though. Some stunning new effects like a heat haze on the replay, billowing dust and cars made out of 5000 polygons compared to *GT2*'s 300 left you feeling that this will be the first game to live up to PS2's pre-launch hype.

... some stunning new effects like a heat haze on the replay and billowing dust...

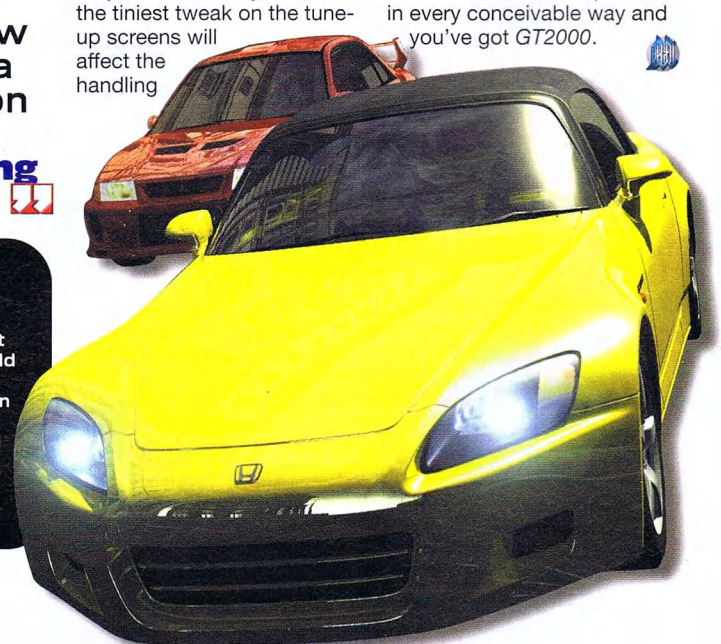
The game might only have a mere (splutter) 150 cars compared to *GT2*'s 500 but they look incredibly real. Even the tiniest tweak on the tune-up screens will affect the handling and the 15 tracks, including two new ones in Monte Carlo and Japan, are reckoned to be 50 times more detailed than on the PSone. Don't expect any online play, though. Kazanouri confirmed that you'll have to wait until the next GT.

Basically, just think of one of the finest racers improved in every conceivable way and you've got *GT2000*.



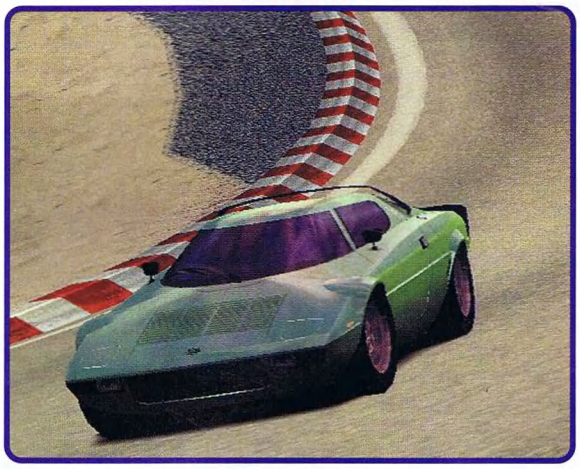
EXCITING ANTI-ALIASING INFO! NO, REALLY!

Gran Turismo 2000 looks to have solved the irritatingly named 'jaggie' problems that have had the Yank gaming press in a right old tizz of late. Mr Yamauchi calmly explained that by doubling the resolution of the screen so it's twice that of a normal PS2 game, the dreaded zig zag lines that beset *Ridge 5* and other launch titles have been eliminated. The videogaming world can sleep easy once again...



CARS ARE THE STARS!

There might 'only' be 150 of them but, honestly, *GT2000*'s cars are some of the best ever seen on a console. Kazanouri reckons each one took two weeks to model compared to one day for *GT2*'s cars. He likened them to "miniature cars" rather than game graphics!



That, my friends, is the Lancia Stratos. Not quite a Ferrari but a beautiful drive all the same.

Looking beautifully shiny on the selection screen, it's a Honda S2000!

The new VW Beetle makes a welcome return after *GT2*. It's certainly cooler than similar lowly powered Mum-friendly vehicles you start with.

The TVR Griffith shows off *GT2000*'s ultra-shiny wax jobs. No word on the Car Wash yet...

GOBSMACK!

One of the problems of being the best looking games in the world is that improvements don't show up as obviously as they would in a lesser title. Have a gander at *GT2*, then glance at *GT2000*. Having first positioned yourself by a mattress in case of fainting.

Here's *GT2* in all its 32-bit glory. One of the best looking PS games ever?

And here's *GT2000*. Sink to your knees and praise the Emotion Engine!

VERY SPECIAL FX!

The latest version of *GT2000* sports a whole host of lush new visual effects that made one of the best looking games in the world even finer.

Particle effects make for great fine dust clouds that it's almost worth spinning out to see.

You'll see some fantastic weather effects from sun rise to glaring night-time street lights.

That's what you call lens flare! Get your Frank Butcher yellow shades on!

Realtime reflection mapping. Loverly!

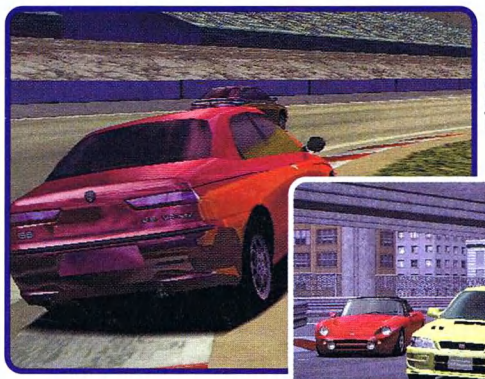
RE-RE-FOCUS!

One of the major enhancements, as far as Mr Yamauchi's concerned, is a new graphical effect called 're-focusing'. Used in the replays, it keeps your car pin sharp.

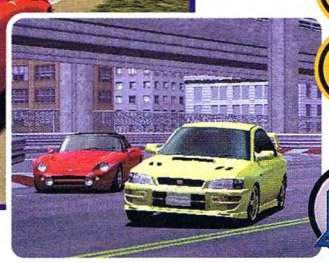
Mimicking the way your eye works, the camera keeps your car in focus and slightly blurs rivals.

DOUBLE PHYSICS!

It's hard to imagine more realistic car physics than *GT2*'s. But Kazanouri reckons it's 10 times more realistic on PS2 and you'll be able to feel the tiniest tweaks in the tuning!



You can see your suspension rolling into corners on the jaw knackering replays.



Tweak the tiniest screw and you'll feel it when you floor it round corners.

First Impressions

The driving beauty just got more pretty!

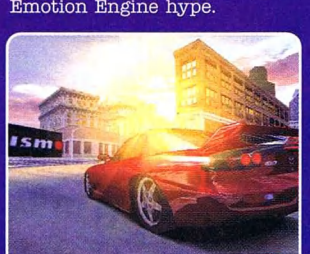
It's pretty much inconceivable, given Polyphony's peerless track record and what we've seen so far, that *GT2000* will be anything other than brilliant.

The detail on the two playable tracks was stunning. Hurtling through a column of trees on the Mountain Trial and seeing columns of sunlight streaming through was spine tingling. Similarly, the heat haze effect, fine dust clouds and glaring lens flare made it a joy to behold.

Any feeling that the handling was even better than *GT2*'s was beautifully confirmed on the replays which showed cars rolling on their suspension. Although there'll be no visible damage to annoy uppity vehicle manufacturers, Kazanouri assured us that you'll be able to flip cars over and that any damage will affect your car even if you can't see it.

Not sure about the steering wheel, though. We haven't seen so many people skidding around on the gravel since *Driving Emotion Type-S*. It'll take plenty of practise to really feel its benefits.

With only 25% left to be completed, we don't feel too rash saying that *GT2000* will be the PS2 game that finally lives up to Sony's pre-launch Emotion Engine hype.



GOOD COP BAD COP

It's *Gran Turismo* on PlayStation2. Only a massive natural disaster could make it fail.

No visible car damage, network play or super-charged Ferraris. Can't have everything s'pose.

WHERE IT'S AT

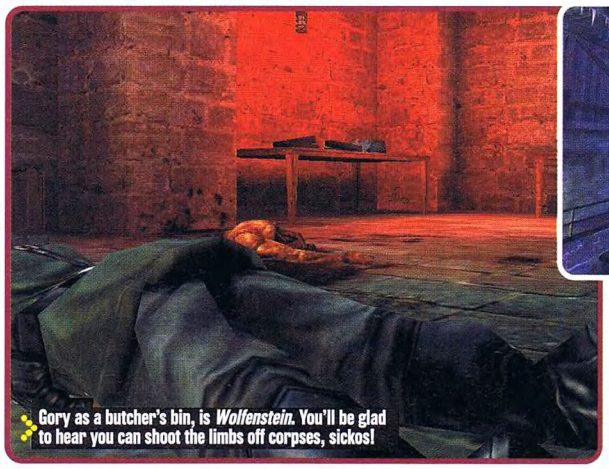
The release date is still to be confirmed, but we'll be hearing January time...

OUT: APR | **FORMAT:** PC | **PRICE:** TBC | **DEVELOPER:** GREY MATTER | **PUBLISHER:** ACTIVISION | **SPECIAL FEATURES:** TBC | **OTHER FORMATS:** NONE | **CALL:** 01895 456 700 | **PLAYERS:** 1-8

PREVIEWER

Robin Alway

Don't expect to get this sort of easy shot often. You'll usually have to pick off sentries from miles away.



Gory as a butcher's bin, is *Wolfenstein*. You'll be glad to hear you can shoot the limbs off corpses, sickos!

▲ Realtime lighting effects help make for some back wibbling levels to shoot your way through. You always feel like there's something lurking in the corners.

▲ The detail from the *Quake 3* engine is magnifying glass sharp. That skull's better looking than most game's heroes!

Return to Castle Wolfenstein

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW

Springtime for **Hitler and Chermany?** Not at **Castle Wolfenstein** where it's winter **all year round!**

Nazi As They Wanna Be!

From a humble guard to hideous genetic experiment, *Wolfenstein*'s full of shocking Nazi evil!

▲ Hallo! Das friend or das foe? You can't help but be impressed by the detail on the Nazi scum!

▲ You'll only want to get this close to the Third Reich's foot soldiers by looking down the barrel of a sniper rifle.

▲ Because it's more comic book than realistic WW2, you get Nazi zombies, Nazi mutants and Nazi skinless freaks!

Go b-b-back? For anyone old and gnarled enough to remember *Wolfenstein 3-D* from 1991 (on the PC), the prospect of scuffing the Nazi castle's welcome mat once again will send the Frozen Peas of Fear right down your back.

The original might look primitive now but it introduced us to the kind of sweaty brow, shotgun gripping first-person blasting that creators id went on to develop so devastatingly in *Doom* and *Quake*. Landmark stuff games-wise.

And you should see the old place now it's running on the *Quake 3 Arena* engine on a top end PC. Id's decision to entrust this remake to the folk behind super sweary, ultra violent *Kingpin* looks to have paid off handsomely. The levels are eye blitzkriegingly lush to look at with incredibly real-looking textures and they're crawling with Seig-Heil!-tastic enemies. It's quite simply one of the best looking first-person shooters we've ever seen.

Softography
These guys have also made...
Redneck Rampage.....68%
Kingpin.....90%

REICH MINDED

The whole Nazi occult setting pushes up excitement levels further. Forget the authentic WW2 atmosphere of *Medal of Honor* or *Commandos* and enter instead the creepy world of Himmler's twisted Nazi war machine. It might start off like a classic war flick with you sniping sentries and mowing down whole battalions of Nazis. But things

... enter the creepy world of Himmler's twisted Nazi war machine...

get troublingly bizarre very soon when you start encountering zombie SS divisions, leather catsuited Nazi ninja women and monstrous genetic experiments. It's hard to imagine better things to blast turning up in any other first-person shooter and some of your weapons – the flame-thrower and chain gun-style MP-40 machine gun for example – are a joy to hold.

SMARTSTER RACE

Nazi AI is also very impressive. Chuck one of your stick grenades and, if they think they've got time, the guards will pick it up and lob it back! You'll also see them dive for cover and try outflanking manoeuvres.

Some of the set pieces we saw suggest the developers have been watching a lot of classic war films. The start of the game sees you storm Castle Wolfenstein and then have to mow down a whole army of replacement troops with the Nazis' own window mounted machine guns. We also can't wait to leg it along the roof of a train being chased by the SS.

Add *Half-Life*-style plot involvement and a new kick move that lets you hoof doors off their hinges for proper Hollywood entrances and you can't help but drool at the prospect of returning to one of gaming's true classics.

CRY WOLF!

Wolfenstein's ace looking levels take in the imposing Castle Wolfenstein itself, secret Nazi installations and research labs, plenty of crypts and catacombs plus a whole snow covered Village of the Damned. Nicely! As well as being able to shoot all the furniture you can also throw chairs at guards and kick open doors!

▲ This cable car looks likely to be your only escape route from the Nazis' mountain top fortress.

GOOD COP BAD COP

Fantastic looking shooting in a spine wibbling Nazi setting with decent level design and shocking enemies.

It's not looking to completely redefine first-person shooting just be, er, really good. That'll do!

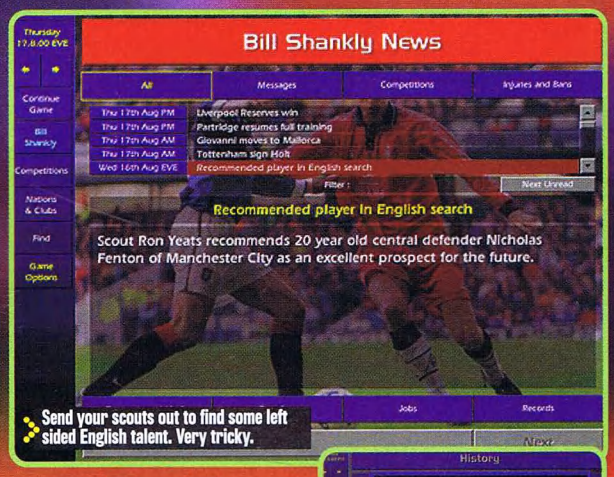
WHERE IT'S AT

Still in the early stages, but it's already looking great for a Spring release next year.

OUT: OCT | **FORMAT:** PC | **PRICE:** £40 | **DEVELOPER:** SPORTS INTERACTIVE | **PUBLISHER:** EIDOS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 8636 3000 | **PLAYERS:** 1

PREVIEWER: Dave Harrison

So Babbel's not happy at Liverpool is he? Then he can sling his hook!


Bill Shankly News
Recommended player in English search
Scout Ron Yeats recommends 20 year old central defender Nicholas Fenton of Manchester City as an excellent prospect for the future.
Send your scouts out to find some left sided English talent. Very tricky.

▲ We don't really need to tell you how good this game is, do we?

▲ Not much has changed on the surface since the last *Championship Manager*.

Championship Manager 2000/01

Peep goes **the whistle,** thwack goes the ball and **squeak** goes David Beckham at the start of **a new season!**

It's big, it's clever. You would expect *Champ Manager* to be strutting round in a really tight pair of Speedos shouting about how good it is.

But it doesn't because, for all it's mighty power, it's a humble game that doesn't talk up the huge mountain of information it contains. Instead it presents it in a clear matter-of-fact way – which is all you would expect from a management game, isn't it? It doesn't even have any flash football action, just text updates that become addictive watching. Everyone knows this is the best you can get and *Season '00/'01* is (as the name suggests) a data update. But even a few new introductions (like the ability to complain about the referees) makes this a handy annual purchase.

GOOD COP BAD COP

It's the best management game you can get on any format. Perfect for filling in the time between football weekends.

It's basically a data update and as the info gets muddled as the game progresses it's not a vital purchase.

WHERE IT'S AT

Still needs to fill in some of the transfers but will be here in time to while away those autumn evenings.

OUT: MAR | **FORMAT:** PLAYSTATION | **PRICE:** TBC | **DEVELOPER:** SONY CAMBRIDGE | **PUBLISHER:** SONY | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 020 7533 1400 | **PLAYERS:** 1

PREVIEWER: Oliver Hurley

C-12

Thought the **Sinclair C-5** was cool? Wait till you see Sony's **C-12 in action!**

One of Sony's more low-key games at ECTS was *C-12*, an action adventurer from the team behind *Medievil*.

The premise is the usual nonsense: the Earth has been invaded by aliens who are determined to wipe out every last trace of humanity, with unfortunate prisoners being transformed, via the mysterious process of droning, into cyborg slaves and warriors. Yikes.

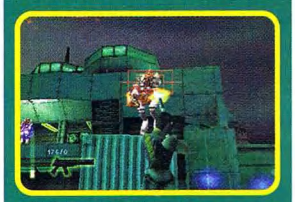
But – phew! – worry not, for one Lieutenant (Johnny?) Vaughan, one of the last remaining members of the resistance, is around to save the day. As you'd imagine, the gameplay is far from complex but it *does* offer supreme shooting fun, with a side helping of exploration for good measure.

The game is mission-based, with the level we saw at ECTS being set in a post-apocalyptic environment of wastelands, abandoned warehouses and dark alleys.

C-12 is only 40% complete, but it isn't due out till March so there's still plenty of time to tidy it up. At this stage, it's looking far from ground-breaking but should still be fun.

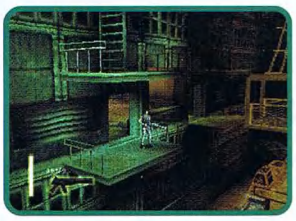
GUNNAGE!

Of course, you'll be needing some weaponry, so how about machine guns, rocket launchers and a sword. Er, hang on?


▲ Why you half-human half-robot scum! I'll give you what for! Etc, etc...

▲ Bizarrely, one of the two weapons you start off with is a sword. Whatever.

▲ Blinkin' heck, look at the state of that. You'll need all the weaponry you can get!



The survival of the human race rests in your hands. Ooops, could be in trouble.

GOOD COP BAD COP

The relentless cyborg-shootin' action, with a decent selection of powerful weapons, should prove a laff.

It's not exactly original and, as the focus shifts from PSone to PS2, hardly seems to be a 'must-have' title.

WHERE IT'S AT

C-12's not even half-finished so a lot can change between now and its appearance on the shelves.

OUT: NOV | **FORMAT:** PLAYSTATION | **PRICE:** £35 | **DEVELOPER:** EA SQUARE | **PUBLISHER:** EA | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 01932 450 000 | **PLAYERS:** 1-4

PREVIEWER

Dave Harrison

The crack team of operatives, train to save the world but still have to run for the bus. Rubbish!

X-Fire

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW

You really **don't** want to **mess with** this fire. **It's stroppy,** it's narky, it's a bit touchy... **it's a Cross Fire!**

Electronics Arts have cooled it on the sports front to wield their power in the world of the 3D action adventure.

Now, before you get excited, *X-Fire* (pronounced Cross Fire), isn't a virtual version of the top high-velocity ball bearing game. Instead it's a 3D running about with a gun type game. Think *Fighting Force*, think *Syphon Filter*, think bike and you'll get the idea.

TEAM TACTICS

But what makes this special, what makes this next generation is that you don't play a lone gunman. Our hero Ash is no silent, anti-social type – he's the kind of guy that sees a special operative mission as a chance to mingle and meet people and so has recruited three other well trained, dangerous people to follow him about.

You've got the lithe young thing Maya, another lovely called Melinda and the compulsory large man – Judd. Their task is to rescue a test tube of scientists kidnapped by a bunch of bio-terrorists who are making everyone's life a misery in the year 2037.

The first few levels are quite predictable, but as soon as you assemble your team things become a little more tactical. You can either have your mates scuttling around behind you or you can tell them where to go and cover you or even set up a... cross fire (Aha!). Original, non-sequel action on the PS2 – whatever next?

AW NUTS!

Most of the actions are done from long range with the R1 button exploiting the auto aim, but get close and you can kick the baddies in the groin... repeatedly.

There's always new guns to improve your fire power from long range.

The environment is interactive so blow everything up along the way.

The hand-to-hand all gets a bit too messy and the camera doesn't help.

Factpack

The stuff you need to know...

Characters	4
Guns	22

I'M ON A TRAIN!

Although you're team get scattered, they're always in contact through these handy communicators, usually with such handy tips as "Try and avoid the bullets."

◀ Handily distracting in the top left of the screen. Hello.

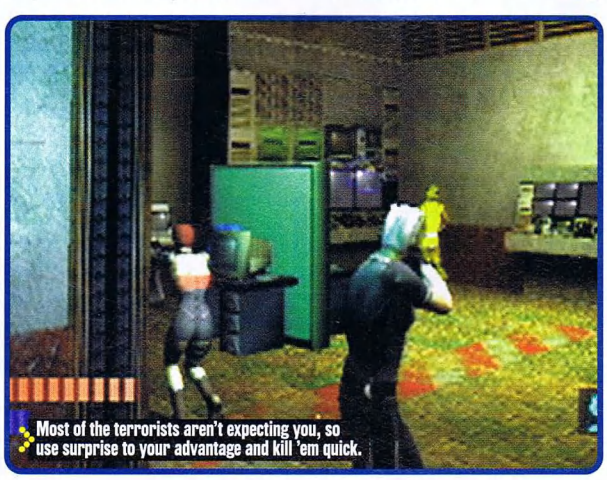
▼ Team up to take out the surveillance and booby traps.

> "...Ash, **the hero,** is no **anti-social** type, he sees **missions as** a chance to **mingle** and meet people!"

Softography

These guys have also made...

FIFA 2000	78%
Theme Park World	90%
Tomorrow Never dies	67%
The Sims	89%
Cricket 2000	45%
FA Premier Stars	47%



Most of the terrorists aren't expecting you, so use surprise to your advantage and kill 'em quick.

NO SHAME IN SHOOTING PEOPLE IN THE BACK!

Front of the head, back of the head either way their going to wake up dead, but it's so much sexier when they don't know it's coming. To help you in this sexiness you've got one or two groovy moves, including the standard 'stomach cramp' stealth walk and the peep-around the corner bob 'n' weave.

▲ Use the camera to spy round corners and check out what surprises lie in store for you and your team.

▲ Once you know the whereabouts of your enemy duck round the corner and shoot them in the face. Terrific.

▲ Another stealthy move. Bend down and you can skulk in the corners and hide behind the environmental clutter.

BODY GLOVE!

Everything is dead fancy in this brave new world. Gone are bullet proof jackets and in their place are full body techno shield's. In real terms this means you've got two power bars. When you're shields up, the bullets don't slow you down but once that's depleted they start to sting a bit.

▲ When you get hit you go all see through and a bit scary like.

▲ But without the shield the game can be over in a moment as you die quickly.

BAD TO THE BONO!

It's 2037 and we've still got terrorists. They might have a righteous cause but you don't have to worry about that as you get to shoot them in the head. You don't want to know their beef. It's just kill, kill, kill...

◀ It's boss time. They usually have greater fire power and a height advantage.

The auto aim makes sure that you can whiz through some levels without too much trouble.

PRETTY!

While the 3D action territory is all pretty familiar, there's a whole new world of graphics to be impressed by. It's looks like a cross between a *Duke Nukem* New Bad Future and a big dull warehouse full of sports lockers. But beware of the haphazard aliasing that jars the eyes occasionally.

▲ There's cutscene's every time you hit a switch and enter a lift. Very nice.

▲ It's still a bit glitchy, watch how your team manage to walk on water.

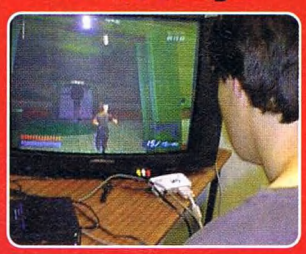
FOUR HEADS ARE BETTER THAN ONE!

Things get a little crowded when you've got three trained killers traipsing in your shadow so it's best to keep them busy. You can give them separate orders to do all the hard work or just let them get on with their own thing.

You can position your teammates with the help of these handy arrows so you can set up guards and cover.

First Impressions

All fired up and nowhere to go!



A word about the controls, as it's thumb those knobs time. Your left analogue stick looks after all the moving about, while the right-hand one controls the camera and cross hair aiming. This is a bit on the awkward side as the camera is far too close to your character and every movement needs loads of adjusting to keep everything in frame. But once you get your fiddling just right, it's the familiar plod around shooting stuff. The game really gets going when your opponents grow in numbers and start to attack from different angles. Using the handy (if occasionally erratic) auto aim it all goes gangbusters as you sprint into a room and send bad guys for an early shower. All the animation is top draw stuff as EA have worked their motion capture magic once again. As for the four team strategy, in the early stages it just seems a bit of a novelty. Only when the levels become more intricate is it necessary to give it much thought.

It's great to see a PlayStation2 game attempting to do something different with gameplay instead of just tweaking the graphics, but we'll have to wait and see if the results are really worth all the effort.

GOOD COP BAD COP

It's your standard 3D shoot-'em-up but with extra tactical goodness and a four member team.

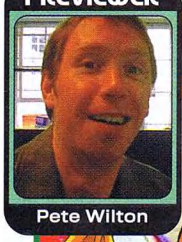
It's been beaten left, right and centre with the glitch stick and the controls are a tad awkward.

WHERE IT'S AT

It's already out in Japan so all it needs is an English dub and a PAL conversion – easy!

OUT: NOW | FORMAT: PLAYSTATION | PRICE: £30 | DEVELOPER: BANDAI | PUBLISHER: SVG | SPECIAL FEATURES: MULTITAP | OTHER FORMATS: NONE | CALL: 020 8968 8088 | PLAYERS: 1-4

PREVIEWER



Pete Wilton

Garurumon like all good dog things, decides to get friendly and sniffs your arse. You gotta love him!

This beardy weirdy is just one of the many non player characters that you'll encounter on his travels.

▲ Tokomon hangs back and lets you deal with the difficult tasks, like reading, and opening doors. Dullard.

Explanation of fishing:
First,get a 'rod'.You'll get a submenu △ with 'Fishing'icon. Click on it.Bait with X .
Select something from the foods you have.

▲ The fishing mini game can produce some interesting additions to your Digimon collection depending on which kind of bait you decide to use.

Digimon World

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW

Cute to begin with, but **beastly** once they get **mutating**, meet the **monstrous** Poké-a-likes who love to **poo!**

It's not all fun you know. No, looking after a digital monster is a serious business as you'll find out in this evolutionary RPG.

You see they demand food, they demand love and, yes, they also need somewhere secluded to move their bowels.

Basically, this is looking a lot like *Pokémon* on GB but with less emphasis on tactics and more on training up your little pets correctly.

Softography

These guys have also made...

Dragonball Z	68%
Gunpey	87%
Puzzle Bobble	81%

COME HOME

The plot has you trying to lure Digimon back to File City (the little dears have suffered severe memory loss, bless) but, of course, before you can make friends you'll have to fight them. In Battle your options are pretty primitive, as you egg your pal on, chuck it special power items or tell it when to use its special attack. This makes bringing up a healthy little horror all the more important.

While it won't cause your retinas to revolve, *Digimon World* is smart enough to look at with some lush renderage scrolling by and plenty to investigate. It's neat the way the view changes from a slanted overhead to a side-on perspective at specific points so that you can see what you're doing (say, fishing properly. Even more enjoyable is when your monster digivolves into a bigger beast as you're treated to a flashy cutscene before the new mutant appears on the standard game screen.

... the title's smart enough to look at with some lush renders scrolling by!

Wisely, Nintendo ensured that both *Pokémon Snap* and *Pokémon Stadium* were significantly different from their GB cousins. The real question mark hanging over *Digimon World* is whether a game simple enough to be crammed onto a handheld (albeit with scaled down and simplified graphics) has got the depth to hook PlayStation players?

DIGIVOLVE!

Digimon World is all about caring for your monsters and sharing with them any food or other items you pick up on your travels (digimushrooms make good eating apparently). Treat your pet correctly and it'll evolve from a wee ghostie fella into someTHING much more exciting. Cue the special effects!

▲ No, this isn't a secret level in *Vib Ribbon*, but the creation of a digital monster. Mind yourself there!

▲ It's Tokomon in all his little limbed glory! He's one of the first Digimon you'll find in the adventure.

THRILLING MONSTER-ON-MONSTER ACTION!

Normally digimon are friendly critters but, since they've had their memory nodes wiped by the evil Black Gears, they're a whole lot feistier. So you'll need to defeat the beasts with your own roster of monsters before they can be successfully befriended and brought to their senses.

▲ The icon driven communication system allows you to tempt the Digimon. Here Agumon trots over to join you.

Agumon starts off cute, but soon turns into a taloned killing machine!

GOOD COP BAD COP

Lots of marvellous monsters. The chance to see them evolve. Interesting RPG elements.

The battles are pretty simple. Much of the dialogue is dull. Pay to see monsters poo?

WHERE IT'S AT

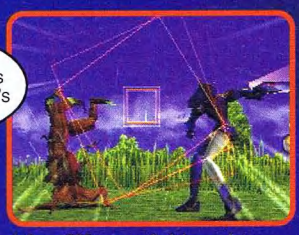
Already out in the States, where it got a luke-warm reception, we should be able to post a full review next issue.

OUT: OCT | FORMAT: PLAYSTATION | PRICE: £30 | DEVELOPER: SONY | PUBLISHER: SONY | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: NONE | CALL: 020 7533 1400 | PLAYERS: 1

PREVIEWER: Oliver Hurley

This has taken three years to finish – so let's hope it's worth the wait!

Nice to see the developers aren't shy of including as many RPG clichés as possible.



▲ Some RPGers may find the combat system a bit of a pain.

▲ Expect loads of the usual pyrotechnics when spells detonate against foes.

Legend Of Dragoon

Three years in the making... Sony's latest RPG looks good, but **how does it play?**

While the *Final Fantasy* series is the undisputed king of the PlayStation RPG – with the highly anticipated *FF9* expected in time for Christmas – there's no shortage of contenders.

The first thing that strikes you about *LOD* is that, even compared to the *Final Fantasies*, it's no slouch in the eye-candy department. But if you're going to stick with a game through *four* discs, good looks alone aren't going to be enough to keep you gripped – although the selection of movie sequences throughout the game are admittedly superb.

Unfortunately, from what we've seen of this so far, the gameplay can't keep up the high standard of the visuals, with a potentially cumbersome combat system, the traditional random battles and a narrative that tends towards the plodding at times. Still, it took three years to develop so dedicated fans of the RPG genre are bound to find themselves immersed in this anyway!

GOOD COP BAD COP

Boasts some undeniably lush visuals and cinematic sequences, especially as you get further into the game.

The random battles can get *really* annoying and the storyline isn't as gripping as some we've seen.

WHERE IT'S AT

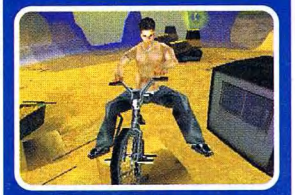
It's out now in the US of A and Japan and there's not much left to do on the UK version.

OUT: NOV | FORMAT: PLAYSTATION | PRICE: £30 | DEVELOPER: RUNECRAFT | PUBLISHER: ACCLAIM | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: DC, GBC | CALL: 020 7344 5000 | PLAYERS: 1-2

PREVIEWER: Robin Alway

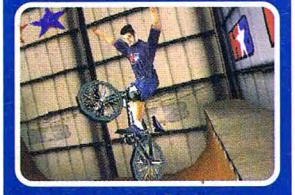
PEDDLERS!

You've got eight riders to choose from including Joe 'Butcher' Kowalski and the nine times Vert champ himself, Mat Hoffman.



▲ Grrrr, real men don't wear T-shirts. Yes, Mat Hoffman is indeed a *real man*.

▲ Either this screenshot's upside down or that's going to be a bad landing.



▲ "Look mum, no hands!" He says shortly before breaking his neck.

Mat Hoffman's Pro BMX

Christ on a bike! It's Tony Hawk's on two wheels with a new **extreme sports** star!

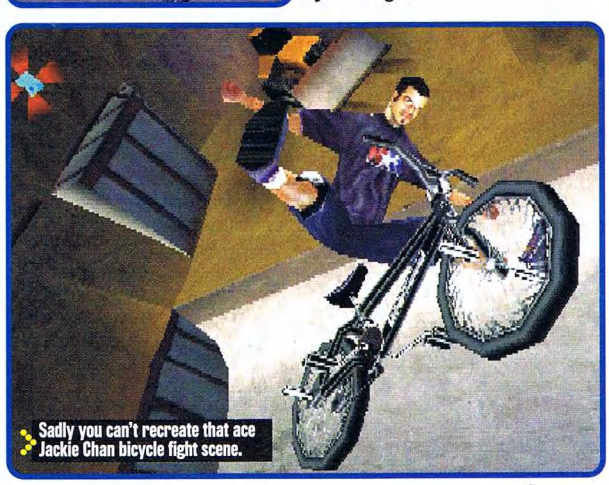
Ooof. As if grazed knees and elbows weren't painful enough, in comes the eye streaming potential of a cold steel crossbar jammed between your legs.

When you've got such a well put together and downright successful game as *Tony Hawk's*, it makes perfect sense to use an enhanced version of the same solid engine and do the whole stunt-tastic thing again. But on bikes.

It plays similarly to *Tone* – definitely a good thing – although obviously the hundreds of tricks, combos and pro-signature moves you can pull off are different on a BMX and you get a Dirt course in addition to Vert and Street areas.

All the cool new stuff you'll find in *Tony 2* has been hauled across. There's a BMX course editor so you can create your own ramp and rail packed course on screen in realtime. There's an in-depth career mode where you have to upgrade your player and bike stats and two-player split-screen riding's catered for the three different competitions.

Most important of all though, it seems to play as well as it's board based bro' with beautifully fluid trick system that means every part of the course can be used to get, er, radical on.



Sadly you can't recreate that ace Jackie Chan bicycle fight scene.

GOOD COP BAD COP

It's *Tony* on a bike! Which means a tricktastic, well designed game that'll last for ages.

If you didn't like *Tony Hawk's*, this move onto two wheels won't do much for you.

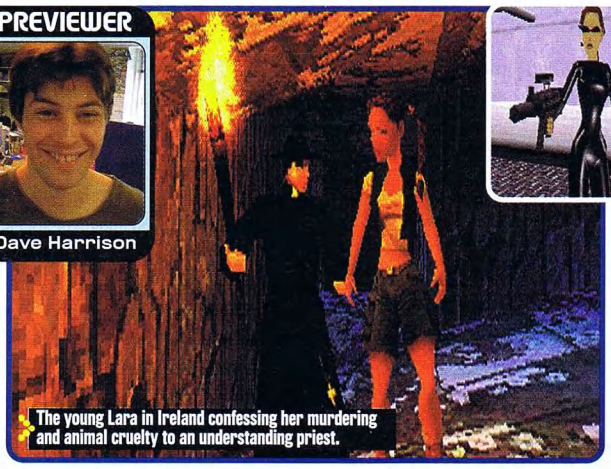
WHERE IT'S AT

Everything's looking very nearly finished. Expect a gravel scrabbling review next issue.

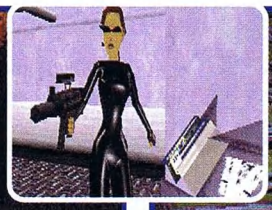
OUT: NOV | **FORMAT:** PLAYSTATION | **PRICE:** TBC | **DEVELOPER:** CORE | **PUBLISHER:** EIDOS | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** DC, PC | **CALL:** 020 636 3000 | **PLAYERS:** 1

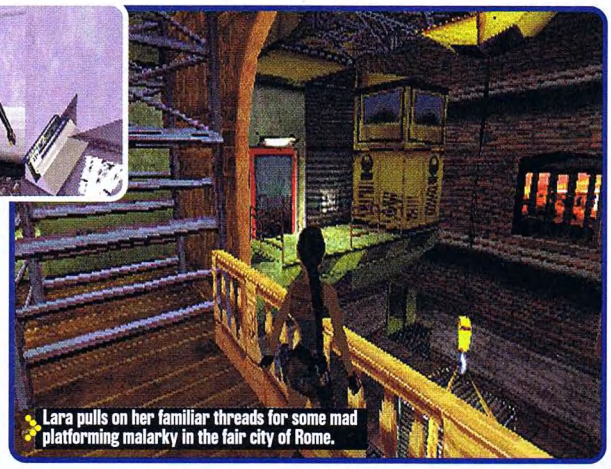
PREVIEWER

Dave Harrison



The young Lara in Ireland confessing her murdering and animal cruelty to an understanding priest.





Lara pulls on her familiar threads for some mad platforming malarky in the fair city of Rome.

Tomb Raider Chronicles

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

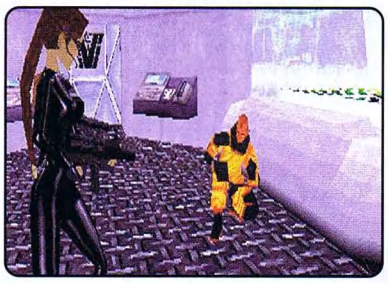
Hello stranger. As regular as a **clockwork postman** on a high-fibre diet. It's **time to** raid those tombs again!

Cue Wobbly Screen To Flashback!

For each different adventure we learn more about our heroine Lara and get to see a bit more of her wardrobe.

▲ Lara's adventure in Ireland has a touch of the *Scooby Doo*'s about it. It's all a creepy and has weird trees...

▲ It's all snowy as Lara tackles a German U-Boat. We don't know if it's suddenly WW2 again but there you go.



▲ Then it's Catherine Zeta Jones in Entrapment-style wardrobe for the hi-tech challenge in a tower block.

Now hands up who couldn't see this one coming. *Last Revelation* – oooh, will it be Lara's final adventure? Will it my arse!

Nope, the nights are drawing in so the Old Faithful of the games world makes her annual visit, but this time, wait for it... in flashback. Sorry to spoil *The Last Revelation* for those who haven't made it to the last level, but our Lara is left trapped in a big vault. Is she alive? Is she dead? Do we care? So what we have here is her friends, all three of them, meeting up at her memorial service and reminiscing about some of her old adventures. Four in fact. First off we handle

...what we have here is her friends meeting at her memorial service!

sixteen year old Lara getting up to mischief in Ireland. Then it's a classic *TR* style jaunt around Rome, a clamber round a German U-boat and finally some *Die Hard*-style action in a hi-tech tower block. Each of the linear adventures feature new characters and some old faces such as Larson and Pierre who popped up in the very first *TR*.

Softography

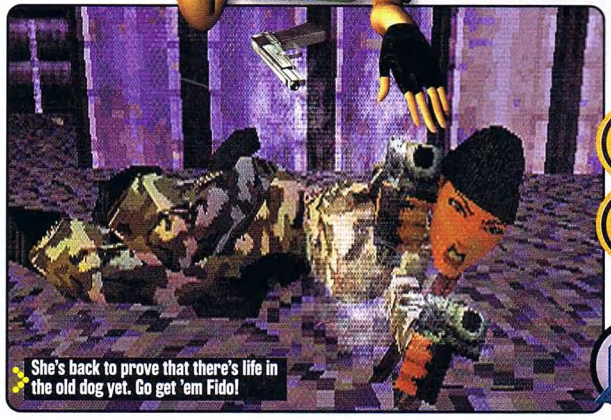
These guys have also made...

Tomb Raider	95%
Tomb Raider 2	92%
Tomb Raider 3	93%
Tomb Raider:TLR	87%
Tomb Raider (GBC)	90%
Tomb Raider: The Trilogy	85%

FIVE ALIVE

This is the fifth helping of the *Raider* which will be launched on three formats – PlayStation, Dreamcast, and PC. PC owners will be getting the best deal as their version includes a level editor. Gamers will be armed with the tools and systems that Core use and allowed to create their own deathtrap dungeons. Crafty.

Don't expect a great leap in graphics or gameplay, just more of the steady progress that has been maintained through the series. Instead we'll have to wait for a PS2 appearance for anything fresh. Or is Lara really dead, and will she return? Hmmm, tricky one.

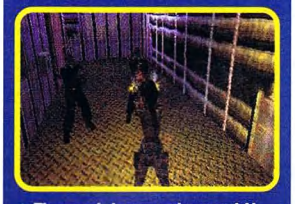


She's back to prove that there's life in the old dog yet. Go get 'em Fido!

THAT'S NEW!

It's new move time. First up you've got hand-to-hand fighting in this title, which means Lara can creep up to guards and hit them with a cosh. Also the old girl has mastered the parallel bars allowing her to swing and leap even higher than before. Finally, she's even up for a bit of tightrope walking across the odd chasm. Oh bravo madam!

▲ You must help Lara across the tight ropes continually correcting her balance as she tip toes along. Easy does it.



▲ The guards have new improved AI, which means that if they hear you coming you'll be in big trouble. Oh yeah.

GOOD COP BAD COP

One of last century's defining games just keeps on going. We can't get enough of Lara.

Yet another sequel in a five year old series. Haven't we've really had enough of Ms Croft?

WHERE IT'S AT

Still being beaten into shape in the Core sweat-shop, but will be here by winter, oh yes.

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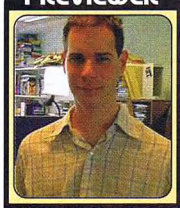
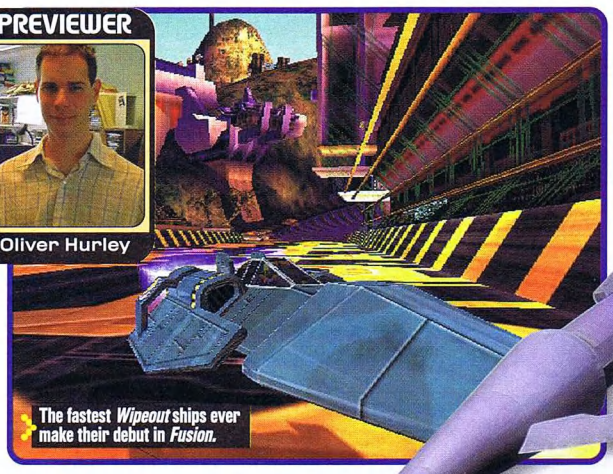
OUT: MAR | **FORMAT:** PLAYSTATION2 | **PRICE:** TBC | **DEVELOPER:** SONY LIVERPOOL | **PUBLISHER:** SONY | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 020 7533 1400 | **PLAYERS:** 1-2

PREVIEWER



Oliver Hurley



The fastest *Wipeout* ships ever make their debut in *Fusion*.

▲ Pilots are back – for the first time since the original game five years ago!

▲ *Wipeout Fusion* promises to pump adrenaline at a furious rate. Have no doubts it'll be the finest *Wipeout* ever!

Wipeout Fusion

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW

The **fastest game** not on four wheels is **jetting towards** PlayStation2 – just **watch out** for that Plasma Bolt. Doh!

It's 2150 and tearing along gritty futurescapes in hovering spacecraft is as enticing a prospect as it ever was.

So it's little surprise that, out of the early batch of PS2 titles, *Wipeout Fusion* is one of the most anticipated of the lot. We managed to sneak a peek at a demo of the game in action at the recent ECTS event in London and there's no doubt it's all looking mighty fine.

Outrageous speeds and lush visual flair aside, the *Wipeouts* have always been known for their ace level design – and *Fusion* is no slouch in this department. *Fusion*'s tracks are set in seven environments each with three courses which boast a variety of alternative routes. This is, indeed, *smart*.

Softography

These guys have also made...

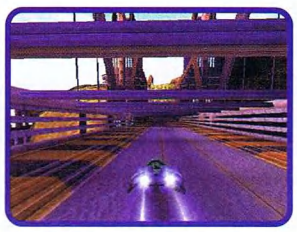
Wipeout	89%
Wipeout 2097	91%
Wipeout 3	94%
Wipeout 3: Special Edition	92%
Psybadek	59%

AIRBORNE

Other new features include even *bigger* jumps and some truly gravity-defying bends, twists and even loop-the-loops. Guaranteed to give you motion sickness when played in first-person!

If that in itself isn't enough to satisfy your speed demon fantasies, there are some well snazzy new power-ups. Super Weapons are unlocked when you complete a series of challenges while the likes of the Turbo Enforcer have been specifically designed for multi-player shenanigans.

▲ There's now a lot more to each track, with plenty of alternate routes.



▲ Each AI pilot is now a lot more sophisticated in their handling.

The 32 ships have also been souped up, not least in that the AI pilots now react properly to other racers instead of just following a fixed route as they did in previous games.

...Fusion is the most anticipated of the early batch of PS2 titles...

It's a shame there's no four-player option but it is already being hinted at that the *second* PS2 *Wipeout* may be playable online. In the meantime, though, stare longingly at these shots and start counting down the days till next March...

SHIP WRECK!

This is the first *Wipeout* in which the ships take visible damage, as opposed to your 'energy' bar just being reduced with no actual effect on the handling. In *Fusion*, collide with other racers and the barriers, or take one too many Quake Disruptors up the tail pipe and bits of your craft will drop off. Heck!

▲ Damage means that you'll be forced into the pit lane – otherwise your ship could become uncontrollable.

▲ This is the most 'realistic' *Wipeout* yet. What *will* they think of next?

THERE'S MORE THAN ONE WAY TO FLY!

With more routes than you can shake a large carrier bag full of Force Walls at, you might end up needing a compass to navigate your way around *Fusion*'s intestine-like tracks. There are also a number of larger areas where there isn't even a track as such, just a big old bit of space for you to find your way through. Of course you'll have to try all the different options before you discover the one that you feel is fastest. Neat-o!

▲ There are loads more features on the tracks – some of them even go upside down. Clever, huh?

▲ Certain parts of the courses offer wide open spaces – a bit like *Episode 1 Racer* did.

▲ If you've got a bit of an upset stomach, perhaps a bout of *Fusion* is not the best of ideas

GOOD COP BAD COP

Lots of updated features, new modes and weapons, and more craft and tracks than ever before.

It still fundamentally plays the same as every other version of *Wipeout* – the first of which is now five years old.

WHERE IT'S AT

It's currently 75% complete so is well on track for its proposed release date of March next year.

...4MORE!

POWER STONE 2 IS EVERYTHING YOU WANT FROM A SEQUEL – MORE CHARACTERS, ENHANCED GAMEPLAY, ENDLESS STOCKPILES OF WEAPONS, DAZZLING GRAPHICS AND A FANTASTIC NEW FOUR PLAYER OPTION.

FOUR PLAYERS = FOUR TIMES THE FUN!

"CAN GAMEPLAY GET ANY BETTER THAN THIS? POWER STONE 2 IS QUITE SIMPLY AN AWESOME GAME."

Dreamcast magazine 92%

Dreamcast

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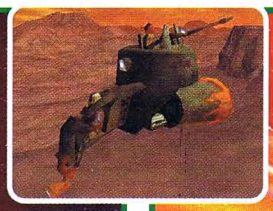
OUT: DEC | **FORMAT:** PLAYSTATION2 | **PRICE:** TBC | **DEVELOPER:** LUCASARTS | **PUBLISHER:** ACTIVISION | **SPECIAL FEATURES:** TBC | **OTHER FORMATS:** NONE | **CALL:** 01895 456 700 | **PLAYERS:** 1-2

PREVIEWER

Robin Alway

The fighting's pitched between instruction manual studying sim and throwaway, shallow blaster.



Your Starfighter gets to take part in deep space scraps.

▲ The playing areas are massive, taking in canyons, rivers of lava and mountain ranges as well.

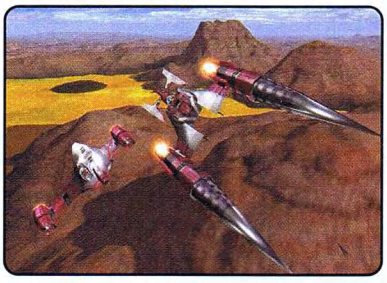
Star Wars: Episode 1 Starfighter

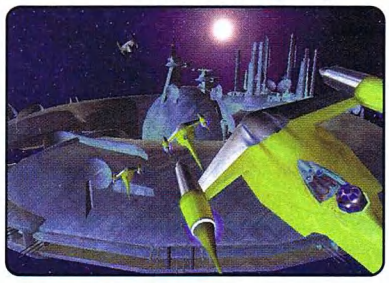
NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...

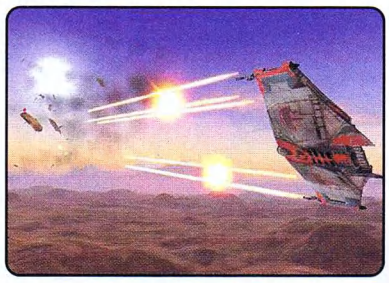
"Phweep-boop." "Yes R2, it looks like **we've gotta** take out the **droid control ship** all over again!"

Star Phwoars!

The ships are the real stars here. There's over 20 of 'em, all looking very similar to those from the film.


▲ Ship models are great, using PS2's power to show *Episode 1*'s craft in all their twin thrusting glory.


▲ There's the Naboo Starfighter of the title. Expect an assault on the Droid Control Ship before the credits roll.


▲ As is always the way with *Star Wars* spin offs, expect to see ships you can't even remember being in the film.

Mr S. Wars himself, George Lucas, got his beard in a right old lather over the Japanese unveiling of PS2, calling it a new dawn for interactive entertainment.

So it's no surprise to see LucasArts throw their weight behind Sony's console with a PS2 specific *Episode 1* game featuring the film's best bit of kit – the Naboo Starfighter.

SOUND CHOICE

As soon as you hear the low pitched shriek of a swooping TIE Fighter, it's clear that this mission-based air combat

...this title is looking to target your Star Wars pleasure centres...

game is looking to target your *Star Wars* pleasure centres. Starting on Naboo, you tackle missions in 14 different environments over land and in space with a straight-out-of-the-film climax as you assault the Droid Control Ship.

Expect plenty of Pedigree Chum dogfights along the way. Controls don't take long to get to grips with. The Dual Shock 2's left stick does the steering, L2 and R2 control speed and the right stick sorts out pitch and yaw. Your Starfighter handles easily – putting you in mind of *Rogue Squadron*, although LucasArts reckon overall the game's pitched between the all out arcadeness of Factor Five's N64/PC blaster and the manual consulting, full-on sim of the *X-Wing* series.

The only question mark over *Ep 1: Starfighter* is that, technically, it doesn't look quite as impressive as we'd hoped, coming from LucasArts and running on PS2. The levels are certainly huge and there's some impressive detail, but it isn't exactly moving at a popcorn spilling pace. Hopefully there'll be time for it to improve before December.

You'll be able to swoop right down until you can see the Droids' steel nose hair.

Softography

These guys have also made...

X-Wing	80%
X-Wing Vs TIE Fighter	88%
X-Wing Alliance	92%
Episode One: Racer	84%
Jedi Power Battles	68%

PILOT-LITE!

Starfighter's plot is original though it draws plenty of inspiration from key points in the film. You actually play three different characters through the course of the game: Rhys Dallows, Vana Sage and Nym, unlikely allies all out to laser the hell out of the Trade Federation and protect Naboo.

▲ You'll switch between the three central characters for different missions. Cutscenes explain all.

GOOD COP BAD COP

An original *Star Wars* game only on PS2 with a big emphasis on laser fuelled space combat.

Still some work to go if it's going to be in tip-top condition for a December launch.

WHERE IT'S AT

Set to be released this year, so keep an eye out for our regular updates and a Christmas issue review!

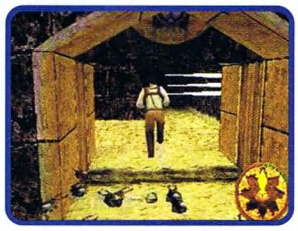
OUT: TBC | **FORMAT:** PLAYSTATION | **PRICE:** £30 | **DEVELOPER:** REBELLION | **PUBLISHER:** KONAMI | **ES:** DUAL SHOCK | **DC, GBA** | **CALL:** 01895 470 500 | **PLAYERS:** 1

PREVIEWER

Dave Harrison

Big bits of fire and the undead – now that's what I call excitement. It's a wrap!

▲ It's a familiar blend of Indiana Jones secret temples and booby traps for you to hop, skip and jump over.



▲ If being chased down tunnels by a load of mutant bugs isn't bad enough, you've got spikes popping out of the walls as well!

The Mummy

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW

Enter a whole **world of sand** as Konami **come up with a labyrinth** of puzzles and action to unravel.

Just when you though Konami had got carried away with the whole PS2 malarky, they return to their old friend PlayStation to deliver some thrills of the sandy kind with a game based on last year's mini-blockbuster, *The Mummy*.

Even if you're not familiar with the film, you should be familiar with this kind of game, it's a 3D action adventure which requires you to peg it around 'raiding tombs' (wink, wink).

Softography
These guys have also made...

Alien Vs Predator	93%
Mission Impossible	48%
Rainbow Six	72%

PLOTTING SHED

Cunningly using the film plot as the structure of the game you take control of the Brendan Fraser character (Rick O'Connell) as he has to navigate 12 different levels of high jinks and undead to save the world from bandaged evil. Slick Rick will be joined by others from the movie, Evie and her brother Jonathan, who will help and hinder your hero in equal measures.

This title is the fruit of the special relationship that Konami and Universal Studios created earlier this year and should set the benchmark for the rest of the movie licenses we'll receive over the coming 12 months.

Movie license games are a mixed bag. For every *Die Hard Triology* you get a *Die Hard Triology 2*, but what is reassuring is that Konami, in their infinite wisdom, have used English developers Rebellion. Rebellion have already dabbled in the movie world, coming up with *Alien Vs Predator,* and promise similar nerve-shredding tension and suspense. They'd also be keen to do a good job as sequels could be in the pipeline with *The Mummy 2* already being filmed.

...Slick Rick is joined by others from the movie, Evie and Jonathan...

There was a very rough version hanging around at E3 earlier this year, but with a bit more sanding down this could prove that there's life in PlayStation yet.

IT'S A WRAP!

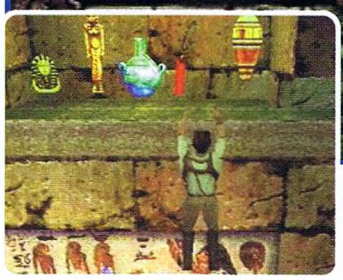
Whatever you thought of the movie you've got to admit that there's plenty of material in it that could be used to make a hum dinger of a game. The film's action was non-stop and featured some impressive special effects, so the game has no excuse for being dull on either the visual or gameplay front.

▲ The unmistakable face of a computer generated version of Hollywood hunk, and Californian Man, Brendan Fraser.

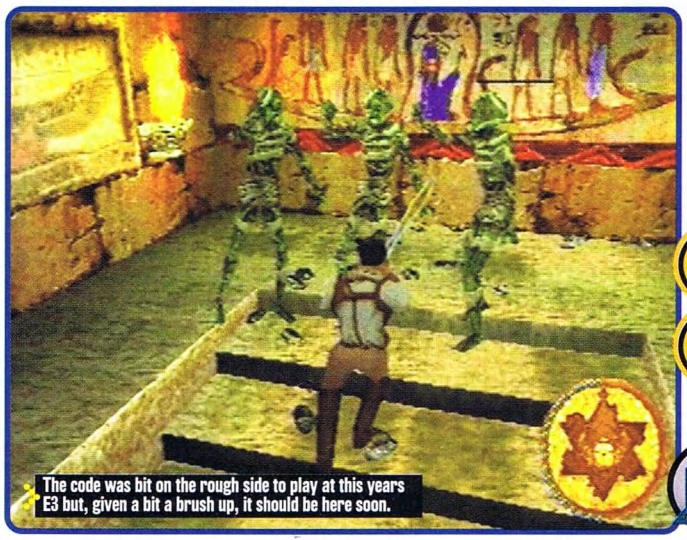
▲ The mix of platforming, puzzles and combat obviously borrows a lot from the *Tomb Raider* series. Truly.

SOMETHING SPHINX AROUND HERE!

Not surprisingly it's a mix 'n' match of puzzles and action as is the way of the 3D adventure. It's got a lumbering and tense feeling similar to *Silent Hill* as you must search for clues in the ancient lost city of Humanaupatra. On the way you'll be able slap around any undead until you face the final test – the Mummy himself... herself... whatever.



▲ The gameplay switches from typical 3D action adventure to special puzzle solving challenges.



The code was bit on the rough side to play at this years E3 but, given a bit a brush up, it should be here soon.

GOOD COP BAD COP

A great developer, a great publisher and an underrated film – nothing can go wrong, can it?

Just another dodgy *Tomb Raider* clone, or something even better? Only time will tell.

WHERE IT'S AT

It's behind you! Only kidding, expect it to emerge during the PS2 madness this autumn.

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Japanese Series 3 Fossil	ID11990	£ 2.67
Japanese Series 4 Rocket	ID12000	£ 3.34
Japanese Series 5 Gym	ID12010	£ 3.34
Japanese Series 6 Gym 2	ID12020	£ 3.34
Japanese Series 7 Neo	ID12021	£ 4.66

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Theme Decks or Starters are very popular among collectors. English Theme decks generally contain 60 cards including 1 holographic card. Japanese Theme decks generally contain 64 cards including 1 holograph card with the exception of the NEO Theme deck. It contains 2 holograph cards!!

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ENGLISH BASE 2 HOLOGRAPHICS

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Ninetales	ID30120	£ 5.33
Pidgeot	ID30130	£ 5.33
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Venusaur	ID30170	£ 9.35
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All Japanese foils available. Check internet site for prices.

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Vileplume	ID10500	£ 6.67
Wigglytuff	ID10510	£ 9.99

POKEMON PROMO CARDS

Promo cards are Pokemon cards that do not come in packs. For example, the Ancient Mew was only sold at the Movie Theatres in Japan. These are tough to get. You will find that the Pokemon promo cards have the potential to become very valuable. We sold the Happy Birthday Pikachu card for $40 a year ago. Now it's selling for over 10 times that. A 1000% increase is much better than the stock market annual returns. No guarantee of price increases but we can say that these are hard to find. Lower supply means higher prices!!!

JPN Series #3 Vending Sheet	ID11629	£ 3.32
JPN 10 card CD Promo Set w/ Charizard, Mew, Blastoise, etc	ID11710	£ 33.47
JPN Lapras CD Promo	ID11711	£ 6.67
JPN Venusaur Gameboy Promo	ID10012	£ 16.72
JPN Dragonite Gameboy Promo	ID10013	£ 16.72
JPN NEO 9 card promo set w/3 foils	ID10008	£ 6.67
JPN Ancient Mew w/Movie Program	ID10000	£ 99.99
JPN Happy Birthday Pikachu	ID10007	£ 334.33
JPN Southern Island set- 18 cards	ID12170	£ 29.99
USA Movie Promo- Electabuzz	ID10001	£ 3.32
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COMPLETE POKEMON SETS

Each set contains all the cards in that series including all holographics. Sets are tough to put together. Many packs have to be opened to complete these sets. So... Sit back, don't worry and let us do the work for you. Perfect investment opportunity. All cards in set come in MINT condition. Sets are one of our biggest sellers. Hint: Add up all the money that you have spent on Pokemon cards....Do you have a complete set? If so, what did it cost you?

English Original Series 1 (102 cards)	ID12180	£ 133.33
English Jungle Series 2 (64 cards)	ID12190	£ 113.23
English Fossil Series 3 (62 cards)	ID12200	£ 113.23
English Team Rocket Series 4 (83 cards)	ID14350	£ 166.83
Japanese Series 1 (102 cards)	ID12202	£ 166.83
Japanese Jungle Series 2 (48 cards)	ID12203	£ 113.23
Japanese Fossil Series 3 (48 cards)	ID12204	£ 113.23
Japanese Rocket Series 4 (65 cards)	ID12205	£ 133.33
Japanese Gym Leader Series 5 (96 cards)	ID12206	£ 119.93
Japanese Gym Leader 2 Series 6 (98 cards)	ID12207	£ 133.33
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GAMECUBE AND GAME BOY ADVANCE

It's the next *NEXT* generation!

You wait years for a new games machine, then two come along at once! Not only have Nintendo recently coughed up a successor to the world's best-selling games machine (the Game Boy) but have unveiled their very own PS2 beater as well! We travelled to Japan to be there when the curtain was raised on the new age of Ninty gaming. Here's what happened...

Japan is a funny place. Lots of great food. Stupidly expensive socks but crazy-cheap SNES games. And the home of Nintendo, makers of the N64 and Game Boy. Both of which are a bit popular in these parts – and Ninty has just gone and replaced the pair!

With special invite in hand GM queued with the rest of the froth-mouthed world's press to squeeze into an exhibition hall the size of the Thames to witness what we assumed would be the first airing of Game Boy Advance.

We were right. Five minutes of rambling in Nintendo Vice President Atsushi Atsara reached inside his jacket pocket and popped it out. It was tiny! Cue flash bulb madness all round. And, best of all, we were told that when he was done we could all go and play eight new GBA games on the stand next door. Wicked!

But wait! It wasn't over yet! After babbling about Nintendo's next machine formerly being known as 'Dolphin' he told us that "it would be called Dolphin no longer!" Queue a pair of rubber clad minxes mincing onto the stage with... yes... could it be... a wardrobe!?!?

But this was no ordinary wardrobe it's curtain-based front and back were quickly raised revealing its emptiness and the whole kaboodle was widdled round via the miracle of the castor. Ah, it seemed some kind of magic trick was underway. The curtains were dropped and suddenly fireworks and lights went mental as the huge screen behind the box began to spell out the name of the new machine... You could have cut the atmosphere with a spoon!

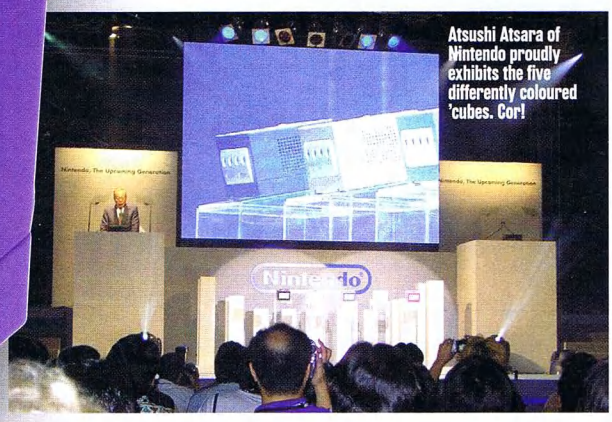
Then with a mighty 'whamph' of light and the curtains were raised and out spilled five babes each sporting a differently coloured box-like mini ghetto-blaster. My god! That's it! 'Gamecube' the screen proudly announced.

The 'cubes were put on pedestals and tonight's star speaker appeared. Like a proud father the pixie-like Shigeru Miyamoto emerged on stage to rapturous applause! "I will now demonstrate Gamecube" he said. And he did.

GAMECUBE IN ACTION

SHIGSY GRABS A PAD

Shigeru Miyamoto, Nintendo's games design genius, demonstrates the new Gamecube joypad live in Tokyo.



Atsushi Atsara of Nintendo proudly exhibits the five differently coloured 'cubes. Cor!

Saucy bints emerging from Nintendo's magic wardrobe, each sporting a luscious new Gamecube by its handy handle.

The Shigster popped up on stage to take us through two demos of Gamecube's power. First, he demoed the new funky looking joypad.

The screen piped up with the interior of Luigi's haunted mansion (see over there) and a spotlight illuminated a pad on the floor which then jumped up and moved close to the camera while a spooky *Ghostbusters*-style ghost floated in the background.

"Here is the joypad," Shigsy announced. "I found it in Luigi's mansion," he joked. He then proceeded to press each button and wibble each stick, with the huge virtual pad on screen spinning around to show every nook and cranny, while the ghost on screen did funny stuff when buttons were pressed. Pressing the A button caused him to belch letter 'A's, the other buttons pinched and squeezed him and the second stick, the 'C-stick', span him around. It's worth noting that he was using the Wavebird (see elsewhere) cordless joypad for his demo and it worked a treat.

The second demo was a bit more exciting and actually showed us what Gamecube is capable of. It began with an old NES-style 2D flat Mario sliding onto the screen. This then flew down and landed on a circular Japanese *Monopoly* board. The camera zoomed in revealing that the huge Mazza shape was made up of 128 coloured crates. Then one of them lifted up revealing a *Mario 64*-style Mario! He ran about a bit, under joypad control then lifted another crate. There underneath was *another* Mario. Both Marios then proceeded to pick up crates and throw them off the edge of the board, revealing more Marios in the process! And so it went on with a counter counting the number of Marios being animated. On and on, past "Mario 64" – which Shigsy affectionately zoomed in on – and all the way to "Mario 128!"

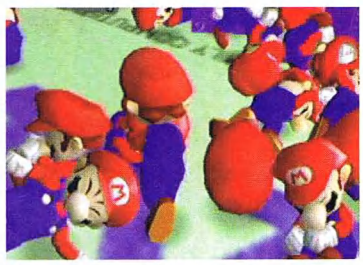
But the demo didn't end there. Shigsy threw on another 50 or so crates (each containing another load of Marios) then turned on a series of special effects, blurring the motion and, most impressively, switching on a 2D shading effect instantly making the action look like the brilliant *Jet Set Radio*! Then he started grabbing parts of the board and pulling and stretching it to form hills and dips which the Marios stumbled and slid around! And when one fell over one of his twins would roll him off the edge to his doom, with another dropping down to replace him! Amazing.

Then finally the board became a huge pizza (!), Shigsy pulled up the centre so all the Marios slid off, and the pizza was sent spinning into the disc drive of a waiting Gamecube. Bizarre but brilliant!

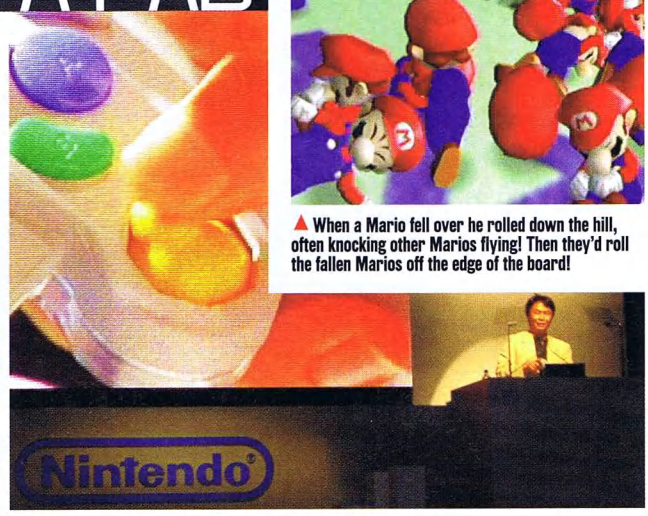
MARIO 128

▲ Look at it! Not just one but literally hundreds of Marios wandering about carrying blocks and generally having a whale of a time. It's-a-meee!

▲ Shigsy even warped and twanged the weird Japanese Monopoly board they were standing on to send them skittering about all over the shop.

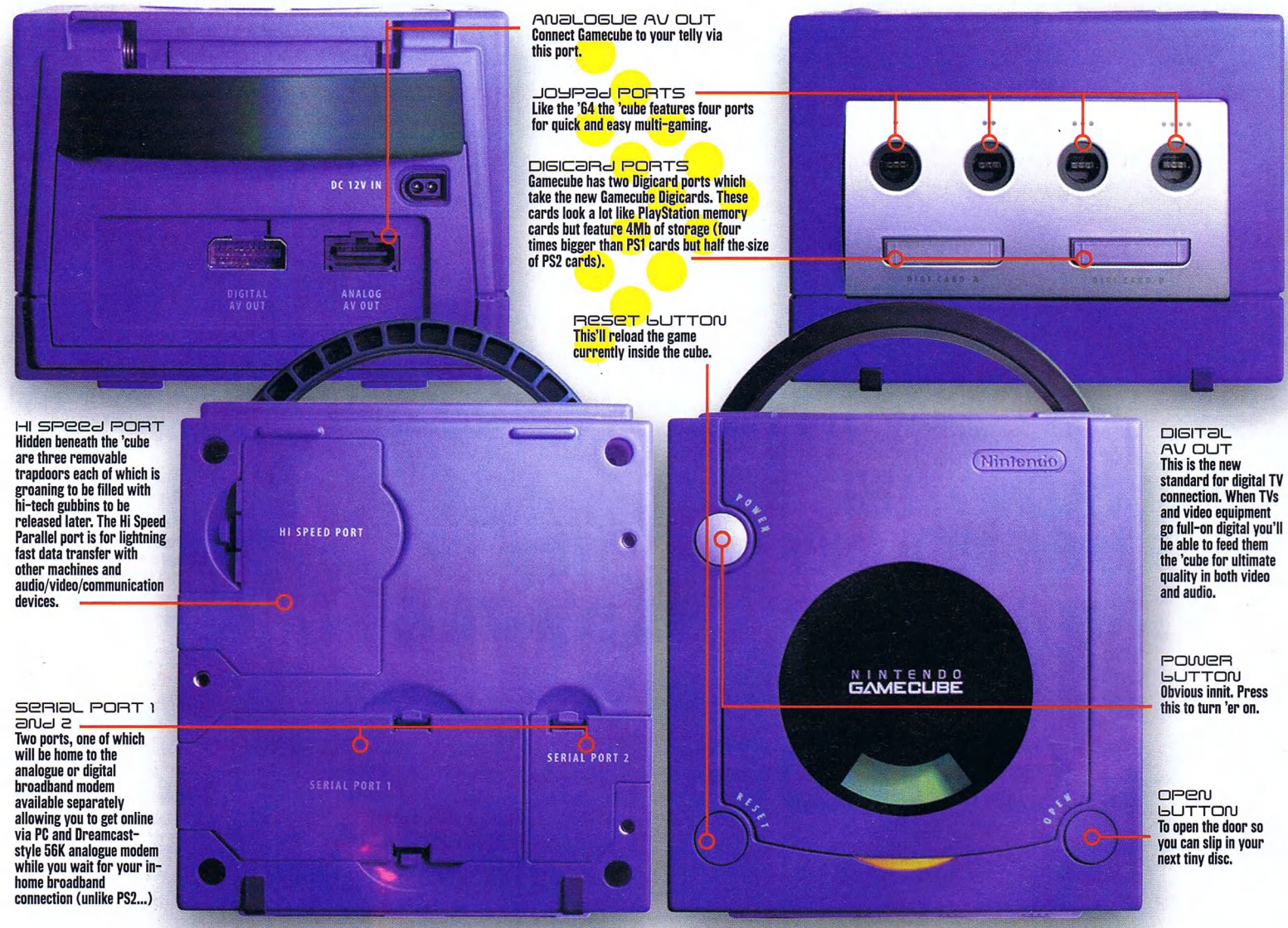


▲ When a Mario fell over he rolled down the hill, often knocking other Marios flying! Then they'd roll the fallen Marios off the edge of the board!



GAMECUBE

Just look at the thing. It's tiny! So what are all those buttons and bits for?



ANALOGUE AV OUT
Connect Gamecube to your telly via this port.

JOYPAD PORTS
Like the '64 the 'cube features four ports for quick and easy multi-gaming.

DIGICARD PORTS
Gamecube has two Digicard ports which take the new Gamecube Digicards. These cards look a lot like PlayStation memory cards but feature 4Mb of storage (four times bigger than PS1 cards but half the size of PS2 cards).

RESET BUTTON
This'll reload the game currently inside the cube.

HI SPEED PORT
Hidden beneath the 'cube are three removable trapdoors each of which is groaning to be filled with hi-tech gubbins to be released later. The Hi Speed Parallel port is for lightning fast data transfer with other machines and audio/video/communication devices.

SERIAL PORT 1 AND 2
Two ports, one of which will be home to the analogue or digital broadband modem available separately allowing you to get online via PC and Dreamcast-style 56K analogue modem while you wait for your in-home broadband connection (unlike PS2...)

DIGITAL AV OUT
This is the new standard for digital TV connection. When TVs and video equipment go full-on digital you'll be able to feed them the 'cube for ultimate quality in both video and audio.

POWER BUTTON
Obvious innit. Press this to turn 'er on.

OPEN BUTTON
To open the door so you can slip in your next tiny disc.

FIVE DIFFERENT COLOURS

It's the first machine to be available in different colours from launch. The silver and black ones are our faves.

TECH SPECS

Processor: 128-bit IBM Power PC 'Gekko' 405Mhz

Graphic chip: NEC 'Flipper' 202.5Mhz

Features: Fog, anti-aliasing, alpha blending, mipmapping, bump mapping, realtime texture decompression

Sound chip: Special 16-bit DSP

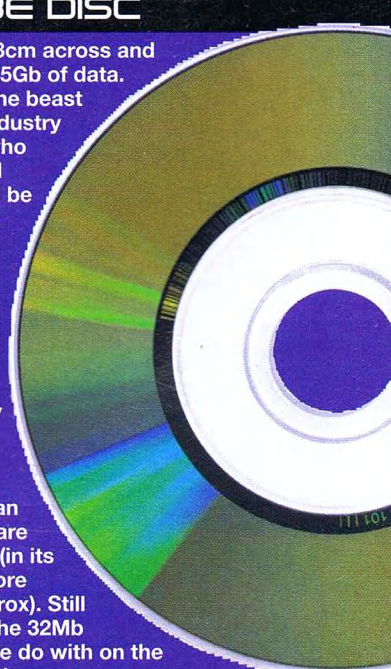
System memory: 24Mb + 16Mb cache memory

Power: 6-12 million textured polygons per second

Media: 8cm Gamecube disc by Matsushita, 1.5Gb capacity

Size: 150mm wide, 110mm high, 161mm deep

GAMECUBE DISC



It's tiny too! It's just 8cm across and yet it holds a huge 1.5Gb of data. The technology for the beast was developed by industry giants Matsushita (who make Panasonic and Technics kit) and will be used in a whole host of new applications where its tiny size is useful – such as the new DVD RAM camcorders.

It's worth pointing out that these new discs only offer just over twice the capacity of existing CD ROM technology (which can store 650Mb). Compare this with DVD which (in its biggest form) can store 16Gb (16,000Mb approx). Still it's way better than the 32Mb cart they had to make do with on the likes of *Zelda* on N64!

GAME BOY ADVANCE CONNECTOR

Yes! You can even plug your Game Boy Advance into your 'cube! This gives developers the opportunity to use the Advance like a joypad with a monitor built into it. Intriguing...

GAMECUBE JOYPAD!

Every new console needs a new pad (except PS2...). Gamecube's My-First-Joypad is straight off the Fisher Price drawing board!

L AND R TRIGGERS
These are like the Dreamcast buttons, 'Motes told us. They have a long throw on them and are (besides the sticks) the pad's only controllers. They're ideal for brakes and accelerator in driving games and their curved tops hug your fingers brilliantly too.

Z TRIGGER
Not really a trigger at all but a final button that fulfils the role created by the N64 controller's ace Z button. This Z is on the top right shoulder so you can play using both sticks and still get at an 'action' button quickly.

B, Y AND X BUTTONS
These kidney shaped buttons are within easy reach and have a similar chunky feel to the big A button.

ANALOGUE STICK
Like the existing N64 pad but better positioned slightly over to one side than on the three-prong N64 pad. Also, because it's shorter and stubbier your thumb doesn't slip off the end either.

DIGITAL PAD
The old faithful D-pad just like on Game Boy, SNES and N64

C STICK
Or 'camera' stick. This replaces the four C Buttons on the old N64 pad and, despite the 'notching' around the edge (so it slips easily into eight different positions) it's a full-on analogue stick so you can look with the left stick and move with this one.

A BUTTON
This huge thumb-sized blue button is the main 'go' button in Gamecube games. Miyamoto says that in most games all you'll need is the analogue stick and this button.

WAVEBIRD CONTROLLER

The Wavebird is the cordless joypad which uses radio technology rather than infra-red (so you don't loose contact when your Gran hobbles between you and your 'cube). This is an optional extra available later. Note the channel selector on the front of the 'cube so you don't all end up driving the same car. Or something.

SD DIGICARD ADAPTOR

While the Digicards aren't exactly massive or pricey, the huge SD cards are. These postage stamp-sized beauties are currently cropping up in all kinds of tech gear such as MP3 players and digi-cameras. Not only will they give you HUGE 64Mb Gamecube storage but will allow you to quickly get sound and pictures from your gear into the 'cube for digital fun 'n' frolics.

GAMECUBE GAMES!

While no code was playable, Nintendo showed off eight different demos which were produced on Gamecube hardware.

First was the successor to *Mario 64*, an unnamed game with – yes! – Luigi making a welcome return. A title of Luigi's Haunted Mansion (or some such) seems likely given the nature of this demo which featured the lanky green one sliding down banisters and having the bejeeburs frightened out of him by assorted *Ghostbuster*-like ghosts via some rendered intro quality graphics. We can't wait!

Also back for more is *Waverace*, one of the first N64 racers which now fully realises its promise of realistic water effects. Looking jaw-droppingly good this 'un.

Similarly making a welcome return was Samus from *Metroid* who cropped up in a five second long sequence during which he (or should that be she...) pegged it down a sci-fi corridor being pursued by countless robot rats – a lift straight from the *Lost in Space* movie.

Next up was a short *Zelda* scrap sequence with, again, a rendered intro where Link fought Ganondorf in a spooky medieval castle! Just stunning.

Third party titles got a look in via a short in-space *Star Wars* sequence showing a squadron of X-Wings flying past the camera on their way to deal out some interstellar mischief.

Joanna Dark dropped in and tipped a wink to the camera in one of the shortest clips and the whole thing was wrapped up by an interactive demo where Miyamoto and one of his team flew the camera around an amazing Meowth's Party demo featuring all 150 Pokémon getting down in realtime. Best of all though was Shigsy clapping and singing along with Meowth's efforts in the background! He's mad, but we love him.

A short *Banjo-Kazooie* sequence was shown elsewhere, showing the pair being pursued down a dusty valley by assorted brilliantly rendered creatures. And that was it. Shigsy told us that they wouldn't be showing any more games until the E3 show in May next year! The reason? Because they're so good that everyone else will rip them off in the meantime! See over the page for the full Shigsy gossip.

GAME BOY ADVANCE

Take a Game Boy Color, lob in more memory and a powerful 32-bit processor and you get true handheld heaven!

TWO DIFFERENT COLOURS TWO DIFFERENT MACHINES

The two differently coloured advances share the machine's silvery exterior (which is actually plastic) but have different side panels and buttons. Which will you choose? Blue or er... tangerine?

D-PAD
Pretty much indistinguishable from the existing GB cross pad. Very nice all the same.

POWER LIGHT
Glows green when it's switched on.

A AND B BUTTONS
Just like the Game Boy Color (and thus ensuring total compatibility with the world's favourite games machine), the GBA has two action buttons.

SPEAKER
GBA isn't stereo (as some of the earlier sketches suggested). The one small speaker kicks out crunchy 8-bit sound at a decent level. Much better than the shrill bleeps of the GBC.

THE START BUTTON
Press this to make things go.

THE SELECT BUTTON
Hit this to Select stuff. Get the impression that it's not that different from Game Boy Color to use?

MOBILE SYSTEM GB

The Mobile System GB is a new lead that connects not only with Game Boy Advance, but with your existing Game Boy Color too. It allows you to connect your GBs to your mobile phone and download programs from Nintendo onto your GB!

Alternatively you can upload data from your games to the Nintendo server for other users to look at or download. A full e-mail facility is promised to go along with access to other news and leisure services all popping up on your colour GBA screen!

It's all very exciting but, as is the way with these things, it's a little uncertain at the present as to what exactly you're going to be getting. The first application for the system will be *Pokémon Crystal* – a whole new Pokémon game that allows you to trade and catch new Pokémon, interacting with other users on the system while you're on the move. Lots more on this soon.

TECH SPECS

Processor: 32-bit RISC CPU

System memory: 32Kbyte WRAM + 96Kbyte VRAM in CPU

Power: 240 x 160 dots in 32,000 colours

Screen: 40.8mm x 61.2mm

Media: Compatible with Game Boy, GBC and GBA carts

Weight: 140g

Battery life: 15 hours

Size: 144.5mm wide, 82mm high, 24.5mm deep

GAMEBOY ADVANCE GAMES

MARIO KART ADVANCE.....NINTENDO
Yes! Shown in four-player form this allowed punters to choose their plumber/princess/mushroom/turtle and battle away in time honoured *Kart*-style! It plays more like *Kart 64* than the SNES original while the totally flat terrain harks back to 16-bit days. Some smoothly animated 3D scenery keeps things looking smart though. A sure-fire winner.

KURUKURU KURIN.....NINTENDO
Barmy mad puzzle game in which a rotating bar must be slotted, side-scrolling shoot-'em-up style through an undulating set of brightly coloured caverns. A very original and VERY HARD game. Could this be the 'Advance's *Tetris*? Quite possibly not.

KONAMI ALL-STAR RACING.....KONAMI
A graphically excellent kart racer which (dare we say it) seems to have more about it than the mighty *Mazza Kart*! Brilliantly fast and colourful but ultimately a rip-off of the master. Come on then, which would you rather buy?

PINOBEE QUEST OF THE HEART .....HUDSON
Brightly coloured platforming action with a touch of the Yoshi's Islands about it. In the absence of the genuine article, this imaginative and slick impersonation will do nicely.

SHIGERU MIYAMOTO SPEAKS

We met the man who made Mario at the Gamecube announcement.

Earlier Gamecube was described as the "Ultimate Game Machine" and the "first of its kind." What makes Gamecube the first of its kind given that it is just another console?
Yes, we were advocating that phrase from the viewpoint of game creation. If you ask if it's the best graphic rendering machine, ever then we'll say no. But from the viewpoint of making videogames and from the standpoint of software creators who are making sounds or using the collision detection or making animation effects, in total, it is the most well-balanced game machine, that's why we say it's the ultimate game machine. Also, in terms of the cost of the chip associated with the machine, this is a revolutionary console.

This is the first machine that Nintendo has produced that uses discs instead of cartridges. Will there be any problems with loading times?
Yeah, actually you are touching on a very sore point, but I'm not concerned about it. Yes, there is a loading time problem, but as for that we have taken a variety of measures to prevent it. Also what counts here is the size of the RAM capacity, and I believe now that we have sufficient RAM to get rid of the nuisance relating to the loading time.

When we saw *Mario 64* for the first time it really changed everything. Can we expect something similar with Gamecube?
I think that yes, we'll be able to provide you with new excitement like what you've experienced with N64, but the evolution from N64 to Gamecube is much greater than with the SNES to N64. I'm sure that you will still have a similar experience like when you first experienced Super Mario on N64 when you first experience Gamecube.

Now that we saw Luigi in the Gamecube footage in the ghost house, will Luigi be a predominant character in the next Mario game?
Well, actually for yesterday's video we were tentatively calling it *Luigi's Mansion* but there are many familiar faces that you will see but at this point in time we unfortunately can not tell you any further. I actually had more to show yesterday, but the PR division strictly said 'no'!

Tell us about the controller.
This Gamecube controller is the one on which I spent the longest time designing. Even a beginner who has never touched the controller can use it, your grandmother can use, or children with small hands can use it. I think it's already three years or so since I first started working on this controller design.

And the carry handle?
We wanted to promote the image that this is something that is going to be played by the whole family, and that it is not some audio/visual equipment that is going to be put somewhere and not moved.

You have said that the next Mario is going to be more mature?
Well, by that I didn't mean that Mario is going to be the game for adults, but rather the character is going to look less childish. I'm not saying that Mario is going to be like *Conker's Bad Fur Day*! You have seen Luigi's image in yesterday's footage, and I think that you would agree that Luigi is less childish now.

Is the PlayStation2 a threat to Gamecube?
I don't feel the slightest threat from the PlayStation2, and very frankly speaking, I am not too concerned about the existence of the PS2 at all, because we have created the hardware and will create the software that will become the requisite for everyone even though they already have the PS2. That is why I'm not too concerned about the PlayStation2.

Seems that with PS2, Dreamcast and Gamecube, there's a console war coming.
Well, we certainly don't have the intention to fight against anybody else, and don't think that we are cowards, but we are working on the 'weapons' which is to make fresh and exciting games. It's not like "who's winning and who's losing", and as long as 'war' or 'fighting' is concerned, please count us out. We like to go our own way.

"...it's a fabulous 3D space-shooter, with unsurpassed graphics, a great plot and superb attention to detail."
9/10 Official PlayStation Magazine.
blinding
STAR TREK®
invasion
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Games Master

TIPS

THE HOTTEST TIPS FOR THE LATEST GAMES!..THE HOTTEST TIPS FOR THE LATEST GAME

TIPS MISTRESS

Code Girl here. It's up to me to organise all the tips, codes and cheats each month and select only the sharpest for publication. Got a problem with a puzzle? Or are you suffering from plain hamfistedness? Drop us a line and we'll sort you out!

Code Girl

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Games are tough, but so are we. Get coded with the best!

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TIPS EXPRESS

Welcome to the hottest tips in the world! Code Girl sifts fact from fiction and **game-busting code** from guff **to bring you the latest** cheats every month!

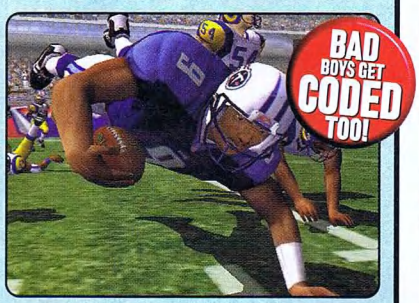
THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST GAMES BUSTED WIDE OPEN...THE

OJ MAKES AND APPEARANCE!

Madden 2001

In a move sure to shock the LA Court, disgraced Football star, OJ Simpson is set to make a comeback thanks to the latest PC football opus, *Madden 2001*. To try these classic teams enter the team code in the Secret Codes section which you'll find in the Options menu.

Team	Code
EA Sports Team	Inthegame
1984 All Madden	madden84
1986 All Madden	86madden
1988 All Madden	madden88
1990 All Madden	90madden
1992 All Madden	madden92
1994 All Madden	94madden
1996 All Madden	madden96
1998 All Madden	98madden
1962 Oilers	Therewasaman
1966 Chiefs	Megiveyou
1966 Packers	Champs
1966 Cowboys	Whoshotjr
1967 Rams	Blitzer
1967 Packers	Snowplow
1967 Cowboys	Tundra
1968 Raiders	Heidi
1968 Colts	Shocker
1968 Jets	Tvtimeout
1969 Cheifs	Nofluke
1970 Browns	MNF
1970 Vikings	Peopleeater
1971 Cheifs	Overtime
1972 Steelers	Lucky
1972 Dolphins	Perfect
1972 Colts	Airshow
1974 Steelers	Steelcurtain
1975 Vikings	Purple
1975 Cowboys	Hailmary
1978 Steelers	Dynasty
1978 Raiders	Holy
1978 Chargers	Roller
1978 Oilers	Earl
1979 Cowboys	Comeback
1979 Bucaneers	Pirates
1981 Chargers	Ironman
1981 Bengals	Thecatch
1981 Cowboys	Tigers
1984 Dolphins	Nochance
1985 Bears	Dantheman
1985 Patriots	Upset
1985 Falcons	Blowout
1986 Broncos	Flyaway
1989 Broncos	Thedrive
1990 Bills	Crushed
1991 Falcons	Wideright
1992 Bills	Neonlights
1993 Bills	Comebackkid
1994 Chargers	Notagain
1996 Panthers	Charge
1996 Packers	Almost
1998 Vikings	Missedchance

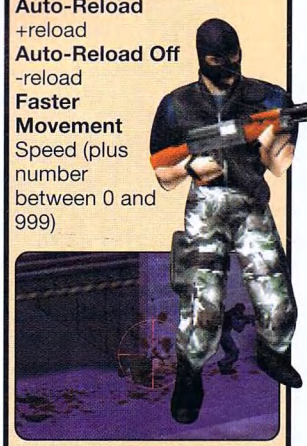


CODED CONFLICT!

Half-Life Counterstrike

Sick of those nasty terrorists getting the better of you? Want to put an end to the senseless deaths of your team mates? Or do you just want to blow the anti-social fools to pieces? Well, help is at hand with these all-new military approved cheats. In order to alter your team stats the host-server has to enter the codes. To enter the codes you need to access the console mode by pressing the ~ key.

Adjust Gravity
sv_gravity (any number between -999-999999)
Auto-Reload
+reload
Auto-Reload Off
-reload
Faster Movement
Speed (plus number between 0 and 999)



Fast Forward
cl_forwardspeed
Fast backward
cl_backwardspeed
Fast strafe
cl_sidespeed
Level Select
Changelevel (map name)
Set The C4 Timer
Mp_c4timer (enter a number between -1000 and 1000)

ROBO COPS GET BOOST!

Deus Ex

It's claimed that by introducing certain catchphrases into their memory chips the behaviour, action and performance of a robo cop can be increased tenfold. Before you try these out on your home simulation please ensure you follow these procedures. To access the codes you first need to hack the User.ini file so that an open letter is defined to use the 'talk' facility. Then, during a game, press the relevant key, delete 'Say' and type 'set DeusEx.JCDenton Male bCheatsEnabled True'. Once this is in you can cheat to your heart's content. Just check out how imaginative the cheats really are!

FUTURE COPS GET NEW TOYS TO USE!

Effect	Cheat
God mode	god
Get All Weapons	allweapons
Ammo Refill	allammo
Tons of Skill Points	allskillpoints
Basic Augmentations	allaugs
Refill Health	allheath
Refill Energy	allenergy
1000 Extra Credits	allcredits
Unlock All Images	allimages
Spawn Large Group Of Enemies	spawnmass
Unlock Door	opensesame
Special Menu	legend
Kill Enemy	tantalus

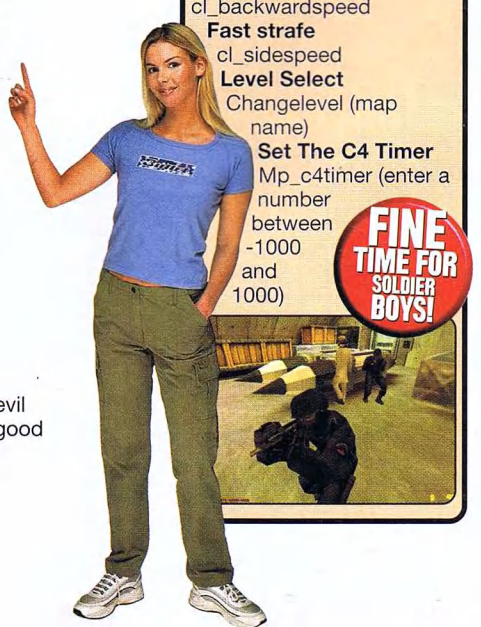
FAKK ATTACK!

Heavy Metal: FAKK

In order to open up the cheats there's a little bit of tinkering involved. Go to the Video/Audio menu, go to the Advanced option then select 'Console'. Now, during a game you can cheat whenever you want simply by pressing the ~ button to bring up the console. Now enter whichever code you want:

God Mode	god
All Weapons and Items	give all
100 Restore Health	health
No Clipping Mode	noclip
Disable Enemy AI	notarget
Display Console Commands	eventlist

Level Select
'Map' – plus:
blood
cemetery
cliff1
cliff2
creeperpens
end
fakkhouse
fog
gruff
gruff_cinema
homes1
homes2evil
homes3good
intro
landersroot
oracle
oracleway
otto
over
shield
swamp1
swamp2
swamp3
towncenter_evil
towncenter_good
training
under water
zoo



MARIO'S SUPER COURTS!

Mario Tennis

Tennis chiefs surprised the world today when they opened up their special courts for the entire world. Until now these courts were thought of as figments of the imagination but, after a strong lobby from an Italian Plumber and his brother, tennis players around the world will soon be able to play on the finest courts. In a compromise to the big chiefs a standard has been set that must be attained before players are able to use the courts. To unlock Baby Mario and the Yoshi Court you have to beat the Mushroom Cup in a singles tournament while playing as Yoshi. For the Donkey Kong court you have to win the same cup as above while playing as Donkey Kong. To play as Donkey Kong Jr just complete the Star Cup doubles tournament – you can play as any character you want. For Shy Guy win the Star Cup in singles mode. Finally, for the Super Mario Court you must use Mario while winning the Mushroom Cup in singles mode.

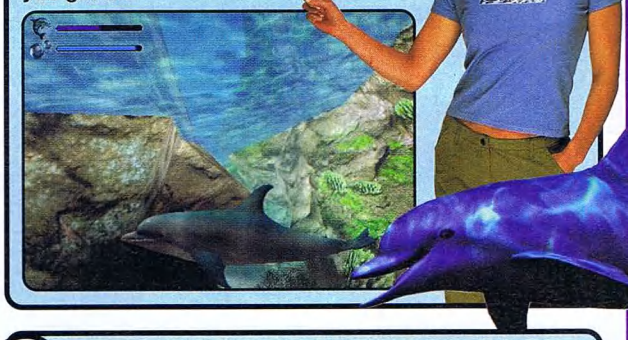
TENNIS BUSTED! SEE YOU IN COURTS!

DOLPHIN FRIENDLY FOOTIE!

Ecco The Dolphin

ECCO GOES FLIPPER FOOTIE CRAZY!

Of all the tips we've run since Tips Express first went to the printers, this has to be the strangest one ever. Yes, we've grown our own Chaos in *Sonic*, we've danced with secret onions in *PaRappa*, but dolphins playing football?! Come on! To try this yourself go to the Powers of Levitation level. You first have to swim to the central building (the large one underwater) and go round it until you find an Information Shard. Go into the building here and go through the tunnel until you get to an oval door. Keep going (ignore the odd see-through doors on the sides until you get to into a chamber where you'll find a Clan member along with a bubbler in the centre. Still with us? Turnaround and face the entrance. Now look for an oval shape on the wall which seems to be moving with the current and swim through it. Inside this secret room there's a Stealth power-up – take this and head right back until you find two yellow lights. Now, touch the right one with your nose and you'll be taken to Dolphin's World Championship. Congratulations, you're now sharing the oddest cheat we've found. Let us know how you get on.



HACKERS PARADISE

This month it's time to rescue the good guys, kill the bad guys and become the nation's hero. If playing *Chase the Express* is proving too tough try these Xplorer codes:

Timer Stopped
07E648C23535

Infinite Health
573CDADA9337
44FF2252F915

Infinite Ammo & Items
070C00123535

All Maps Complete
B7A67A3A3535
179A043635B5
B7A77A3A3535
17BAE45635B5
B7A37A3A3535
17CAB48635B5
B7A17A3A3535
17FEA49A35B5
B7A67A3A3535
170DF5CA35B5

Have All Memos
B7C078383537
172583C13636

Have All Weapons (Press Up & L1)
774AF240CD24
B79E79373635
17EA10A43735
774AF240CD24
B79D7A363735
17C01E7A6535
774AF240CD24
B79E79373635
17BC267E6D35
774AF240CD24
B79E79373635
17BB2B817235

Have All Keys (Press Up & L2)
$7747F541D024
$B7AA79373635
$17E218A43F35

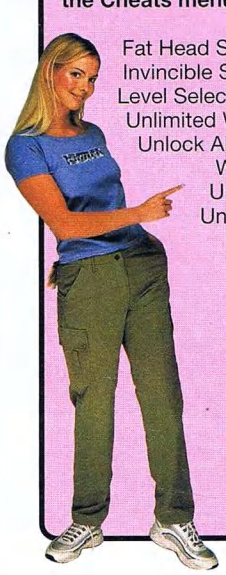
Have All Items (Press Up & R1)
774EEE40C924
B7A179373635
17E713A53A35
774EEE40C924
B7AE79373635
17DE04A04D35

SPIDEY COMES TO HIS SENSES!

Spider-Man

A new weapon is set to be unleashed on the criminal underbelly of New York. After extensive testing it was decided that *Spider-Man* needed something more than a finite web gun, so scientists worked hard on a self-renewing weapon. This, along with a number of other special developments, can be tested by heading for the Cheats menu and entering these codes:

Fat Head Spidey .....DULUX
Invincible Spidey.....RUSTCRST
Level Select.....XCLSIOR
Unlimited Web.....STRUDL
Unlock All Comic Covers .....ALLSIXCC
Watch Every Movie .....WATCH EM
Unlock The Lot .....EEL NATS
Unlock The Boss .....RULUR



WEB HEAD GETS SOME AWESOME CHEATS!

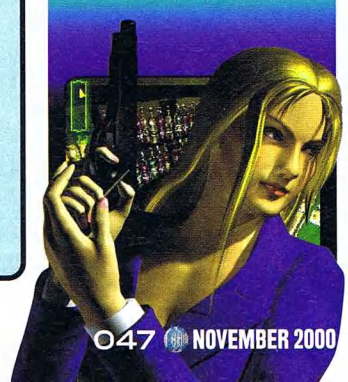
NINJA'S AIN'T WHAT THEY USED TO BE

Tenchu 2: Birth Of The Assassins

NINJA CHEATS GET KILLER CODES!

The Japanese government have been thrown into disarray with the news that Ninja's ain't what they used to be. Apparently they've been using secrets codes to aid them in their battles. Just look at these:

Increase Item Inventory By One
Go to Selection screen and press and hold R1 and ◎ and press ←, ↓, →, ↑
Recharge Your Health to 100
Pause the game and hold ◎, and press ←, →, ↑, ↓
Show Entire Map
Hold SELECT to view the map and press ◎, ◎, ◎, ◎, ◎
Unlock All Ninja Items
Go to the Item selection screen and press: ◎, ◎, ◎, ◎, ◎, ◎, ◎, ←, ↑, ↓, →, R2, R2
Unlock All Missions
Go to the Custom Mission screen and hold R2 and ◎ and press ↑, ↓, ↓, →, ←, ←
Unlock Every Stage
Hold ◎, ◎ and SELECT, press →, →, →, ↑, ←, ↓, R2 at the Stage Select screen
Unlock Tatsumaru
Hold ◎ and ◎ press R2, R2, L2, L1, ↑, ↓, ←, → and SELECT at the Stage Selection screen
Unlock The Office Level
Hold L2 and press ◎, ◎, ←, →, ◎, ◎ at the Mission Selection screen



The Guide

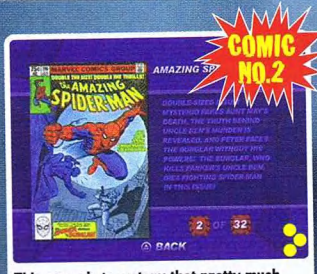
SPIDER-MAN

Welcome true believers! We've jangled out spidey senses to bring you this amazing guide to Spider-Man and the location of every single one of those 32 comic covers!

It's the very first cover to collect, it's the very first issue of Spider-Man and it's hidden in a really clever location.

Just take a look at the Fantastic Four's Freedom Plaza. Magnificent isn't it? Well let's swing on over there!

Now check it out! Here it is, in all its glory. This first cover features the Fantastic Four themselves when Spidey first met 'em.



This cover is to a story that pretty much made Spider-Man the hero he is today. The moment he learned who killed his Uncle Ben.

And it's hidden in the bank of the Hostage Situation level, near the first vent under a chair in a cubicle. Sneaky, huh?

Poor Spidey, there's been so many deaths in his life. It's amazing how he always manages to crack a joke these days. Bless 'im.

In your quest to Stop the Bomb, take out all the thugs first and make sure that the innocent hostages get away safely.

Then head back into the corridor where there were just two thugs. There's your cover. Now chuck the bomb into the safe.

The first ever appearance of Peter Parker's wife, Mary Jane. Aunt May tries to fix 'em up even though Pete's with someone else.

Anyway, it's on your Race to the Bugle, after Scorpion's made his loud threat, just on the left column of buildings. Not hard to find!

Look at that tacky costume for the Scorpion. Well, that's the Sixties for you. The fool made himself into a monster to kill Spidey!

But Spider-Man's a tough nut himself. To get the comic, you've got to destroy all the furniture in the first room.

There it is in the middle of the room. Now get back to fighting Scorpion before he kills your charming boss J. Jonah Jameson.

He'll hit you after you crack him three times, so make a jump and use your Web Spikes. Remember to use the remaining furniture.

Spidey and Daredevil are good pals who know each other well these days. Their first encounter was truly momentous!

As the police chopper chases you find the box on the right-hand back corner of the last building. There's your comic!

COMIC NO.7

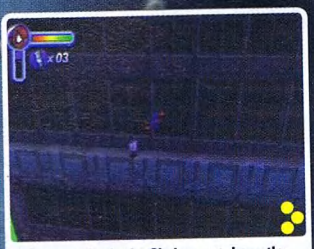
Most probably Spider-Man's true arch-nemesis, the Green Goblin is extremely deadly and totally insane. The rascal!

As you're Chased across the Building Tops, there's a crane graffitied with a pumpkin. Enter, if you dare! Ooooh... Creepy!

Spidey will say, "Hey, I wonder who lives here?" Well it's obvious it's the Green Goblin. Who else would have pumpkins?

COMIC NO.8

Not so long ago, Peter Parker lost the first woman he ever loved - his Aunt May. But it turned out that it wasn't her. What gives?!

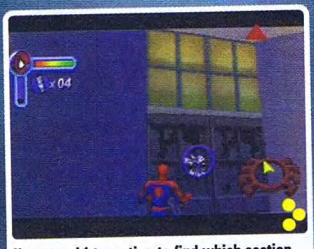


Before you Scale the Girders, go down the side of the building to the ledge, and retrieve your prized comic book cover fan boy!

COMIC NO.9

The original Green Goblin had a son, who went a bit loopy himself. This comic is the first ever appearance by the lad.

Evading the police, let the men of the law shoot the skylights for you and then drop down. How helpful of them, those nice cops.



Use your L1 targeting to find which section turns the sights purple, then fire away to reveal a hidden room. How secretive!

And there it is, your comic. Just how on Earth did all these comics get into all these places? Somebody must be mad to hide 'em.

COMIC NO.10

Yikes! It's big mean old Rhino! He's a real tough boy but, unsurprisingly, oh so stupid. Experimentation made him this powerful.

When Rhino makes the third stroke of his foot, he's about to charge, so jump out and let him smash into all the barrels.

Once they're all destroyed, the comic appears. Now make him smack into all the pylons repeatedly until they're gone.

COMIC NO.11

Spider-Man and the Fantastic Four's Human Torch are best buds too. They've been good for each other over the years. You guys!

Chase Venom up into the building under construction and head left. Hey presto! It's right in the corner with a Spidey-Armour.

COMIC NO.12

Black Cat was once Spider-Man's special lover. She was someone who could understand the crazy world of superheroes.

Follow Venom after the sequence in the building. The second building he jumps to has a comic on the right hand side.

COMIC NO.13

Spidey came into contact with the alien suit on Galactus' ship during the mini-series, Secret Wars. It's totally funky, but a bit evil.

When you're in your fight with the current wearer of the alien costume, Venom, head over to the car and pick it up.

The comic's here. To deal with Venom, use your Web Balls and keep Web Spikes on when you have fisticuffs. He's not tough!

COMIC NO.14

The first appearance of Peter's clone, Ben Reilly, the Scarlet Spider. Ben thought himself to be the original Pete until he died.

Run through the tunnel of the Sewer Entrance until you get to the big cavern and trek back to where the Lizard Men were.

COMIC NO.15

Probable the most beautiful Spider-Man comic cover, with the special silver metallic ink for the webs. It's a real modern classic.

After Spidey's hinted to use his L1 targeting system, swing over to the waterfall in the distance as there's a secret room behind.

The L1 target will determine whether there is something behind the water, so make sure it's the right one to get the goodies from.

COMIC NO.16

Spider-Man's relaunched recently, going from issue numbers well into the hundreds back to number one again. How lame!

In the Sewer Plant level, head down the corridor then take a left. Take care of those nasty Lizard Men on your way.

The comic is nicely placed behind a big box thingy, with a Web Cartridge for you to have. Isn't this game just really ace?

COMIC NO.17

Another of those recent numbered ones, looking pretty cool. In the Hidden Switches level, you've got a bit of work to do...

Once you've pressed the fourth switch, swing on back over to the third switch and it's right there in front of you.

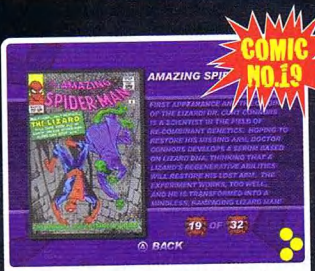
COMIC NO.18

There was a time when Spidey was accidently endowed with super cosmic powers that made him near omnipotent. Wo.

In the Tunnel Crawl level, flick the switch on the first box and make sure you don't fall. There's a Lizard Man here as well.

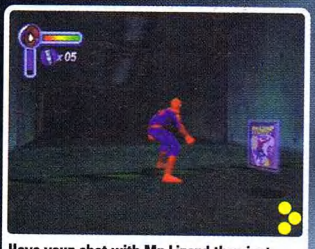
Jump back to behind the second switch box and take a look. It's the comic book cover! There should be a pick up too.

COMIC NO.19



Doc Connors has been a great friend of Pete's but, unfortunately, he's also the dodgy-in-the-head Lizard.

When you're crawling around in the Lizard's lair, take the first available right, cross the stream and handle Venom first.



Have your chat with Mr Lizard then just turn around. Wow! It just popped out of nowhere! Take Lizard's instructions now.

COMIC NO.20

'Face it Tiger, you just hit the jackpot' were Mary Jane's first words to Peter Parker. Wow, what a doll! Now go rescue her!

This comic's in the ventilation shaft near a hostage on the Symbiotes Infest the Bugle level. They're so slimey!

COMIC NO.21

This here's the hundredth issue of the Amazing Spider-Man, a very rare classic. It's still quite old though. What a gem!

Down the elevator shaft. Before you get into the door that lets you into the next level, the opening on the left has the comic.

It also has a few of those nasty Symbiotes making a nuisance of themselves. Splodge the mothers and get the comic. Now run!

COMIC NO.22

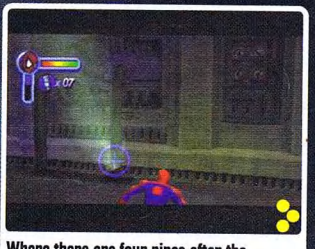
Peter decides to give up being Spider-Man as people mistreat him. This issue's also the first appearance of the all powerful Kingpin.

Inside the Stop the Presses printing warehouse, next to the third generator is a stack of rolled paper. Just pick it up.

There's your comic, amid a horde of nasty alien Symbiotes for you to get rid of. Take out the generators first as they spawn.

COMIC NO.23

Mysterio's an old has-been special effects expert with delusions of grandeur. He's so silly, he decided to turn to crime. Tsk!



Where there are four pipes after the generator room that're leaking, hit all of them when the target turns purple.

After they're all gone, you're left with a secret section where your comic is and a Flame Web Cartridge. Shoot the symbiotes!

It's time for a showdown with Mysterio. Start from the bottom, keep running right and never let him catch you.

You have to destroy all those sentries on his joints. Each takes about three hits before he goes for you. He's the toughest boss there is.

COMIC NO.24

Drop down to the bottom ledge and get your comic. Take out just one of Mysterio's lasers first and stay on that side to get the other.

COMIC NO.25

The Punisher, a crazy vigilante who doesn't like anybody who's even just slightly bad. He's a bit nice to Spidey in the game though.

In the Waterfront Warehouse level, just head over to the second room and there you will find your comic.

COMIC NO.26

Kraven was another nutter who fancied himself as the ultimate hunter. He tried to hunt Spidey down for a laugh.

Before jumping down the hole to get to the next level at the very end, pop across and open the door to the secret room.

There'll be some extra health, a Web Cartridge and your special comic book cover. Now jump into the hole.

COMIC NO.27

Here's one with the old man Vulture, who later makes himself young again. What a bird brain though. Look at this guy!

Swing over the crazy Underwater Trench level to the second machine room. You'll find a switch there to press.

Hit the switch and head back to the start of this level. Make sure you make a run before zipping a line to get across.

Pick up your goodies, then continue on to the end of the level. It's nearly time to face the enemy behind all these capers.

COMIC NO.28

Spider-Man of 2099 was a real tough nut. He had loads of super senses in his eyes, claws and web came from his actual hands!

In the Stop the Fog level, climb down that central column and enter the secret room. Now get your comic and rescue Black Cat.

COMIC NO.29

Dr Octavius himself was one of Peter Parker's science lecturers, but he went a bit nuts like people do in this crazy world.

Run around, avoid Dr Octopus' hits and when a switch drops down, flick it with a Web Line. A yellow light appears when it drops.

Run in when his shields are down with your Web Spikes and after the shield regenerates quickly look around you.

You'll briefly see the comic so be quick to get it or you'll have to start all over again. Keep attacking Dr Octopus until he falls.

COMIC NO.30

Now's the time to fight Carnage, who is himself a spawn of Venom's alien costume. Eeew! These things breed like bugs!

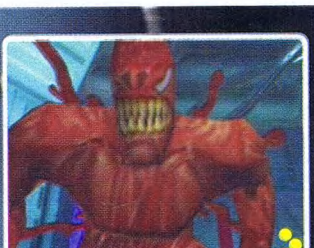
This character really is a complete psycho, so be careful when you fight him. Wear Web Spikes and punch him into the centre.

In the middle of the room is the comic as well. Be careful not to get hit by the sonics yourself when you go for it.

COMIC NO.31

The classic first ever Spider-Man cover with his funky black costume on. This was a real treat for the 80s kids.

Carnage has been defeated and the alien scarpers off. Cassidy, the nut job, is all that's left but where's the alien gone to?



It's bonded with Dr Octopus to create Monster-Ock! It's time to get running for your final level. Run boy, run!

Don't run away from Doc Ock, as jumping's faster and better. The comic's by the first bend in the pipe.

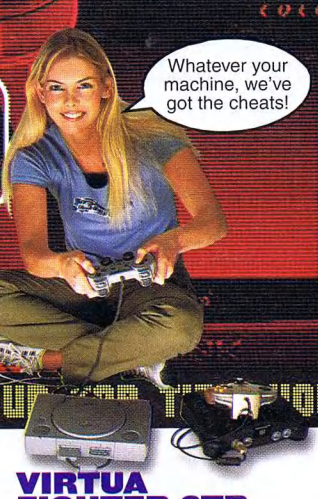
COMIC NO.32

The very last comic is by the corner of the second level, three quarters of the way to the end. It's tough to get when being chased.

Get to the end, and you're lucky to escape the radioactive explosion. Wow, what a hero Spider-Man is! But he's not the only one...

... as he ends the day with a nice, relaxing game of cards with his superhero pals. Hurray for the Amazing Spider-Man!

MASTER CLASS



Code girl gathers together your **collected gaming wisdom** and **spreads the wealth.** Here's how to crack the toughest code and **jump-start your gaming!**

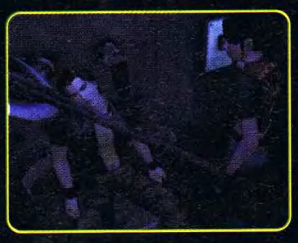
OUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR

TIP OF THE MONTH

Resident Evil Code: Veronica

YOU'RE A MADCATZ by any means necessary WINNER

Deal With Tyrant
To kill Tyrant without taking any damage, fire 24 gunpowder arrows at him with the bow gun. Turn around and fire at the release mechanism and Tyrant will fall out of the aircraft.



Items For Chris
When playing as Claire on the first disc make sure you save some items in the military training facility and the airport. You may also have to save some items in the Antarctic as Chris will have to go to these places and will need equipment.

Dealing With Papa Ashford
Before fighting Father Ashford, make sure you put some guns and ammo in an item box along with some gunpowder arrows in case you run out of sniper bullets.

Extra Grenades
Before rescuing Claire as Chris, put your shotgun in an item box. When control returns to Claire, put it on the hooks in the first room to get some grenades.

Bat Trouble
There are three ways of getting past the bats. You can shoot them all (wasting tons of ammo), walk through the area as they only wake up when you run, or equip the lighter – you see, they hate fire.

Draw Combinations
To open the brown draw in the room full of different coloured draws, use this combination: Red, Green, Blue and finally Brown.

Necessary Codes
Palace Device: NTCO394
Biohazard Room: 1126
Gold Luger Room: 1971
Clement Temperature: 12.8
Michael Wood, Tilehurst

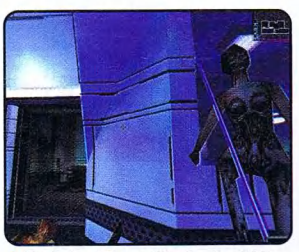
STAR WARS JEDI POWER BATTLES (PS)

Jumpin' Jack Flash
On level two of the Swamps of Naboo, when you arrive at the jumps just before the caves, jump twice across the gap and then jump to the ledge directly above this. This will mean that you miss out the one of the jumps and cuts your chances of plummeting to your death.
Daniel Walker, e-mail

SYSTEM SHOCK 2 (PC)

Top Stat Codes
To activate the cheats console, hold down Shift and ';'. A bar should now appear at the top of the screen. Type any of these commands in:
UBERMENSCH: Max points for your stats, psi, weapons and tech.
ADD_POOL XXX: Gain extra cyber modules, where 'XXX' is the number of modules you require.
PSI_FULL: Refill your psi bar to maximum.

Extra Objects
To gain extra weapons, type in the command 'summon_ obj XXX' where 'XXX' is any of the following:



▲ Shodan's minions getting too tough? Try these codes for size.

WRENCH, PISTOL, LASER PISTOL, SHOTGUN, ASSAULT RIFLE, ELECTRO SHOCK, PSI AMP, GREN LAUNCHER, CRYSTAL SHARD, FUSION CANNON, WORM LAUNCHER, STASIS FIELD GENERATOR.
For added armour, use the same code as above and replace 'XXX' with any of the following items:
LIGHT ARMOR, MEDIUM ARMOR, HEAVY ARMOR, VACC SUIT, WORM SKIN, REFLECT ARMOR
Thomas Meacher, Yeovil

VIRTUA FIGHTER 3TB (DC)

Play Against Alphabet Man
Go to Normal mode and then highlight Akira and press Start. Now highlight Lion and press Start. Finally, highlight PAI and press Start. Your opponents will now appear in alphabet form.

Play As Alphabet Man
Again select Normal mode and press Start on Akira. Now press Start on Lau, and again on Pai. Do this and you can play in alphabet form.

Different Backgrounds
Go to the Training mode and hold start while selecting the stage to fight in.

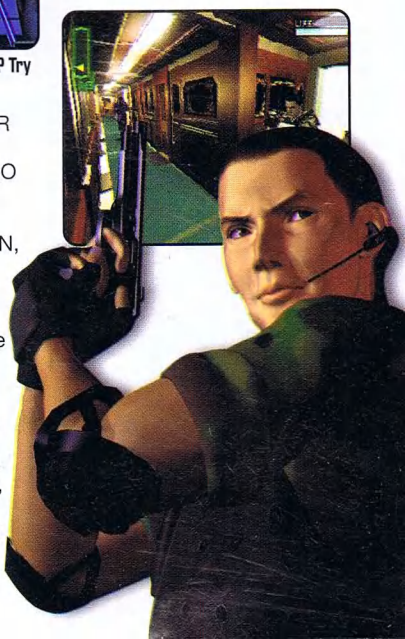
Slow Motion Replay
Hold down B at the 'KO' screen before the reply begins, and you'll be able to see it in slow motion.

Play As Silver Dural
On training mode press Start + Y + A at the character selection screen. You'll now be playing Silver Dural.

Play As Gold Dural
Press Start + Y + A at the character selection screen.
Adam Jeffs, Toddington

CHASE THE EXPRESS (PS)

Special Mode:
To unlock special mode, just complete the game on any difficulty. You then start the game with dual pistols that have infinite ammo. Then, in the freezer where you get the Gold card, you will find a



scope and an assault rifle with infinite ammo. Combine the scope with the assault rifle and look in your item box to find the grenade launcher attachment. Attach it onto the rifle and you now have two tools of ultimate destruction; an assault rifle and grenade launcher both with infinite ammo. Sorted!
Phelim Young, e-mail

RAYMAN (GBC)

Get 99 Lives

Pause the game and then tap in the following code: A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B. You should now have a whomping 99 lives!
Calvin Cockerham, Normanton.

DUKE NUKEM 3D ATOMIC EDITION (PC)

Meltdown Codes

Start a new game on the 'Piece of Cake' mode. Now press F1 twice and type in any of the following codes:

dncopnholio	God Mode
dnkroz	Invincibility
dnstuff	All Weapons

Level Select

Press F1 twice and type 'dnscotty' followed by the number of the level (eg, dnscotty 105 will take you to episode 1 level 5).
Adam Bradley, Newcastle

▲ Bright flaming red in the top pocket. Use these codes and avoid getting snookered.

MICRO MACHINES V3 (PS)

Turn Car Into Object

Pause the game, and press: ↓, ↓, ↑, ↑, →, →, ←, ←

Floating Objects

Pause the game, and press: □, △, □, □, △, □, □, △, ✕

Double Speed

Pause the game, and press: □, ✕, ○, □, △, ✕, ✕, ✕, ✕

Slow CPU Cars

Pause the game, and press: ○, △, □, ✕, ○, △, □, ✕

Behind Car View

Pause the game, and press: ←, ←, □, ○, ←, →, □, ○

Big Jumps

Pause the game, and press: □, →, →, ↓, ↑, ↓, ←, ↓, ↓

Debug Mode

Pause the game, and press: □, ↑, ↓, ↓, □, ○, ○, △, ✕
If you've put this code in correctly you'll hear a noise. Now follow it with any of these codes:

Win Current Race

SELECT + ✕

Change View

SELECT + any direction

Zoom In/Out

SELECT + L2

CPU Controls Car

SELECT + □

Destroy All Cars

✕ + △ + ○ + □
Freddie Clifford, Wesleton

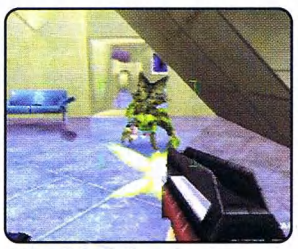
▲ Victory is yours and your pals need never know about your devious tactics.

PERFECT DARK (N64)

Complete All Challenges

Go to Two-player mode. Set up some easy settings (eg, Meat Sim on your favourite arena with first one to three points) and then save. Now get player two to go to the load screen, but DON'T actually load the setting yet. Instead get player one to choose the challenge which you wish to complete but DON'T start the challenge as yet. Leave everything at the 'Quick Go' options screen. Player two now loads the settings and then immediately drops out. Player one now starts the challenge. You should find that the easy setting you put in has been retained, but that the new Challenge is instantly completed. Neat eh?
Lewis Egan, Leicester

▲ Open up every single multi-player arena with this cunning cheat.



▲ Once all the challenges have been completed you can play in any arena.

DUKE NUKEM (GBC)

Infinite Health

Hit Up, Down, Down, Left, Right, Left, Up, Up at the 'Press Start' screen.

Level Select

Hit Left, Right, Up, Up, Down, Up, Right, Left at the 'Press Start' screen.
Steven Lee Griffin, Leicester

COMMANDOS: BEHIND ENEMY LINES (PC)

Gun Running Tips

Type '1982GONZO' during the game to enable the following cheat options:

Shift + V	Trace User
Shift + X	Teleport
Ctrl + I	Invisibility
Ctrl + Shift + N	End Mission

Level Codes

Mission:	Code:
2	4JJXB
3	ZDD1T
4	RFF1J
5	K4TCG
6	MIR4M
7	7QVJV
8	K99XC
9	AAAX1
10	JSGPW
11	CMODD
12	JGHD3
13	PUUWW
14	WT348
15	I39PO
16	L9IPV
17	5LIMV
18	YJOJG
19	YFCWJ
20	GDKWT

Philip Strathdee, Huntly

WACKY RACES (DC)

Kooky Codes

After you've picked up your racer, go to the signpost in the middle of the island. Select 'Cheats' and enter any of the codes below for the desired cheat. Now go to the code collection area and turn them on.
All Abilities: BARGAIN
BASEMENT
All Tracks And Bosses: WACKYGIVEAWAY
All Cars: WACKYSPOILERS
Hard Mode: CRACKED NAILS
Eamon Rooke, Southampton

TOCA 2 (PS)

Touring Secrets

Enter these codes as your name to receive the corresponding effect :

DOUBLE	All Tracks
CARTASTIC	All Cars
OUCH	Battle Mode
RUBBER	Bouncing Crashes
MOVIE	Funny Crashes
HANGOVER	Odd Horizon
TOPDOWN	Top-down View
SKATES	Turbo Mode

Steven Fowler, e-mail

COMMAND & CONQUER: TIBERIAN SUN (PC)

Harvester Death

There is a splendid way to wipe out part of a base using harvesters. Fill the harvester with Blue Tiberian and then take it to the enemy's base using a carryall. Park it next to an important structure and wait for the enemy to blow it up. As soon as it detonates it takes out a large chunk of the building's defences.

Unit Combinations

Another way to destroy most of an enemy base effectively is to build one ghost stalker, two medics, one amphibious APC, one mammouth tank, two disrupters and four carryalls to transport your task force. Drop this little lot in the middle of a base and their attacks and efforts of self preservation will ensure you destroy numerous buildings before dying.

EMP Madness

Build a MCV and EMP unit. Once the EMP is charged, fire it into the base and then move in your units. By this time most of the enemy units won't be working, including their radar. Pick off all the confused units and take out the base, but note that this attack is rather expensive.
Darren Thorne, London

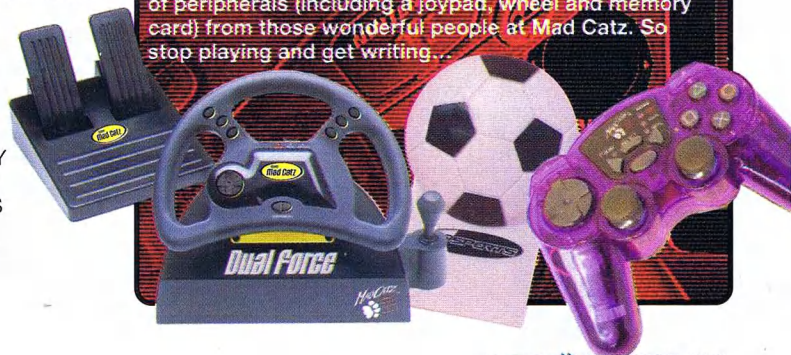
THEME HOSPITAL (PS)

Level Skip

Level	Password
1	□, □, △, ○, □, ✕, □, ✕
2	✕, ○, □, △, △, ○, □, ✕
3	○, ○, △, □, ✕, △, ○, △
4	□, △, ○, □, ✕, ✕, △, ○
5	○, △, □, ○, ✕, △, ○, □
6	□, △, □, ○, ✕, □, ✕, ○
7	□, △, △, ○, ✕, □, △, ○
8	✕, △, □, ○, △, ○, □, ✕

SEND YA CHEATS AND WIN!

Why not prise your thumb off the joypad and use it to hold a pen instead? Simply write to us with some of the coolest cheats you've come across and, who knows, perhaps your entry will be chosen as the tip of tips. Achieve this enviable status and you'll receive a bundle of peripherals (including a joypad, wheel and memory card) from those wonderful people at Mad Catz. So stop playing and get writing...



9 .....Ⓐ, ⊡, ⊗, Ⓐ, ◎, ...⊗, Ⓐ, ⊡
10 .....◎, ⊡, ⊗, Ⓐ, ⊡, ...⊗, ◎, ⊡
11 .....Ⓐ, ◎, ⊡, ◎, Ⓐ, ...⊡, ◎, ⊗
12 .....◎, ⊡, ⊗, ⊗, ⊡, ...◎, ⊡, Ⓐ
Kerry Glenister, Swansea

4 WHEEL THUNDER (DC)

All Cars

Make sure the music is on at the Main Menu screen. Once on the 'Press Start' screen, hit Left Trigger + X + Start. Now go to the Main Menu and highlight Options and press X + A. Finally head to the Options Menu and press Y + B. You should hear a sound if you've entered the cheat correctly.

All Tracks

At the 'Press Start' screen hit the Left Trigger + X + Start. Go to the main Menu, highlight the One-player option and press A. Now go into the One-player Practise menu and press X + Y then A. On the next screen highlight 'Checkpoint' and press X then push the analogue stick to the right. A 'Number of Laps' option will appear. Highlight this, press Y and move the analogue stick to the left. All tracks should now be available.
Chris O'Donnell, Nottingham

▲ Can't be bothered to win all the races? Use these codes and get it all at once!

POPULOUS: THE BEGINNING (PS)

Open Cheats Menu

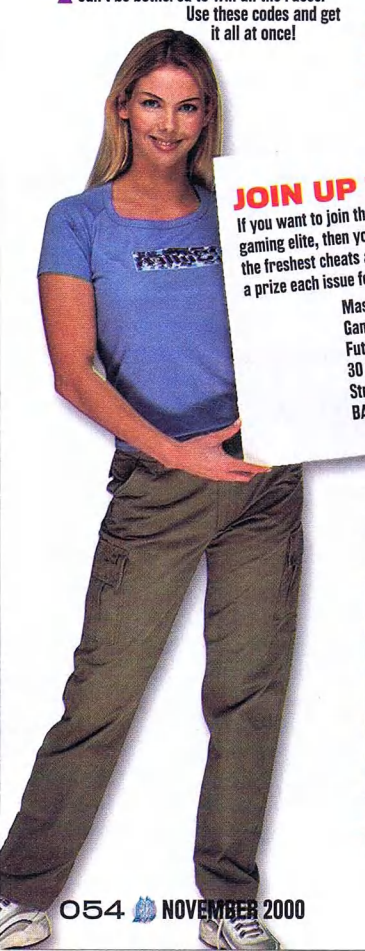
On the very first level, press ⊗ on all of the trees on your side of the map. If done correctly, you should hear a lightning noise. Now pause the game and you should have an extra option named 'Cheats' on screen. With this you can get all the buildings, spells and mana you want.
Aidan Booker, Crawley

1080° SNOWBOARDING (N64)

Play As Panda

There is an easy method to get the panda as a playable character. Get the top three scores on every course for Time Attack, Trick Attack and Contest. Now press C-Right and A to open this character. It also has some tricks of its own which can be learnt in the training mode, including an awesome backflip. Far out you black 'n' white bear thing!
Simon Gardiner, Mansfield

▲ Take your chosen boarder to victory and Panda boy will soon be yours.


JOIN UP TODAY!
If you want to join the ranks of Britain's gaming elite, then you'll need to dig out the freshest cheats available. And there's a prize each issue for the top set of tips!
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DRAGON BALL GT (PS)

Secret Characters

You can save the secret characters individually. Go to 'Vs Com', beat all the six hidden characters including all the normal ones and the final, giant monkey, boss. Then, after the credits, go to the 'Build Up' and select one character at a time. Fight a single bout with each one and save. Do this for all six characters – it takes a while, but it's worth it. Now you can use all the secret characters in 'Build Up Battle' where you can choose two players or in the 'Build Up Tournament' where you can choose eight.

Smack The Monkey

To beat the giant monkey choose a decent character like Super Little Gokou, pass between the monkey's legs, fly up by pressing R1 + ↑ and launch as many fireballs as you can. Fly right up to his head so he can't react.
Redmond Busuttil, Malta

SWORD OF THE BERSERK'S: GUTS RAGE (DC)

Puck Mini Game

To open this up, beat the title on the Easy Setting.

Battle Arena Mode

To open the Battle Arena, beat the game on normal setting.

No Limit

To open the No Limit mode, beat the game on the hard setting – if you can!
Danny Sait, London

BUST A MOVE 4 (PS)

Extra Characters

At the Main Menu screen press →, →, Ⓐ, ←, ←

Tarot Option

At the Title screen press ↑, Ⓐ, ↓, Ⓐ, ↑. Go into the Options menu and you should see a new option called 'Tarot Reading (Love)'.

Talk Demo

At the Title screen press ⊡, ↑, ←, ↓, →, ↑, ⊡, ↓, ←, ↑, ↓, ⊡. Go into the Options Menu and you should see the Talk Demo under the open Tarot option.

Another World

At the Title screen press ◎, ←, →, ←, ◎
Glen Hussey, Crawley

▲ There's more to this head scratching little puzzler than meets the eye.

WRESTLEMANIA 2000 (N64)

Headbangers

Change the Chaz's intro music and video to Headbangers. They will now come out together in a tag team match.

Enable Blood

Win the Road to Wrestlemania as Gangrel and he'll spit out blood on his WWF World Heavyweight defence at Wrestlemania.

Appearance By Brood

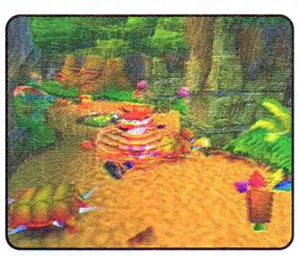
Change Christian's and Edge's music to the same as Gangrel's and, in a tag match, choose Gangrel and either Christian or Edge. Gang's partner will now come out of the flames with the Brood displayed for you to see.

Appearance By New Age Outlaws

Change Mr Ass's music and video to Road Dogg's. Now, in a tag team match, Road Dogg and Mr Ass will come out with the New Age Outlaws displayed.

Shawn Michaels

To obtain Shawn Michaels you must have the WWF championship at the end of Wrestlemania.
Gavis Sealy, Hampton



CRASH BANDICOOT 2 (PS)

Extra Lives

In the second warp, jump on the baby polar bear's head about 20 times and you'll receive 10 extra lives.

Special Gem

To get the special gem on the Turtle Woods, don't smash any boxes.

Survive Death

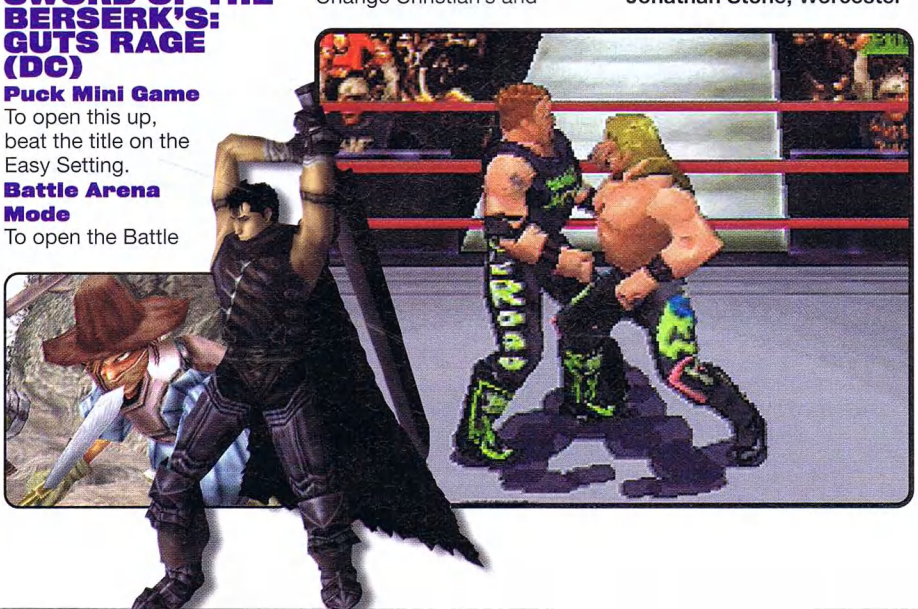
When Crash dies, press ◎, ↑ and crash will reappear with an Akku Mask.

Fight Bosses Again

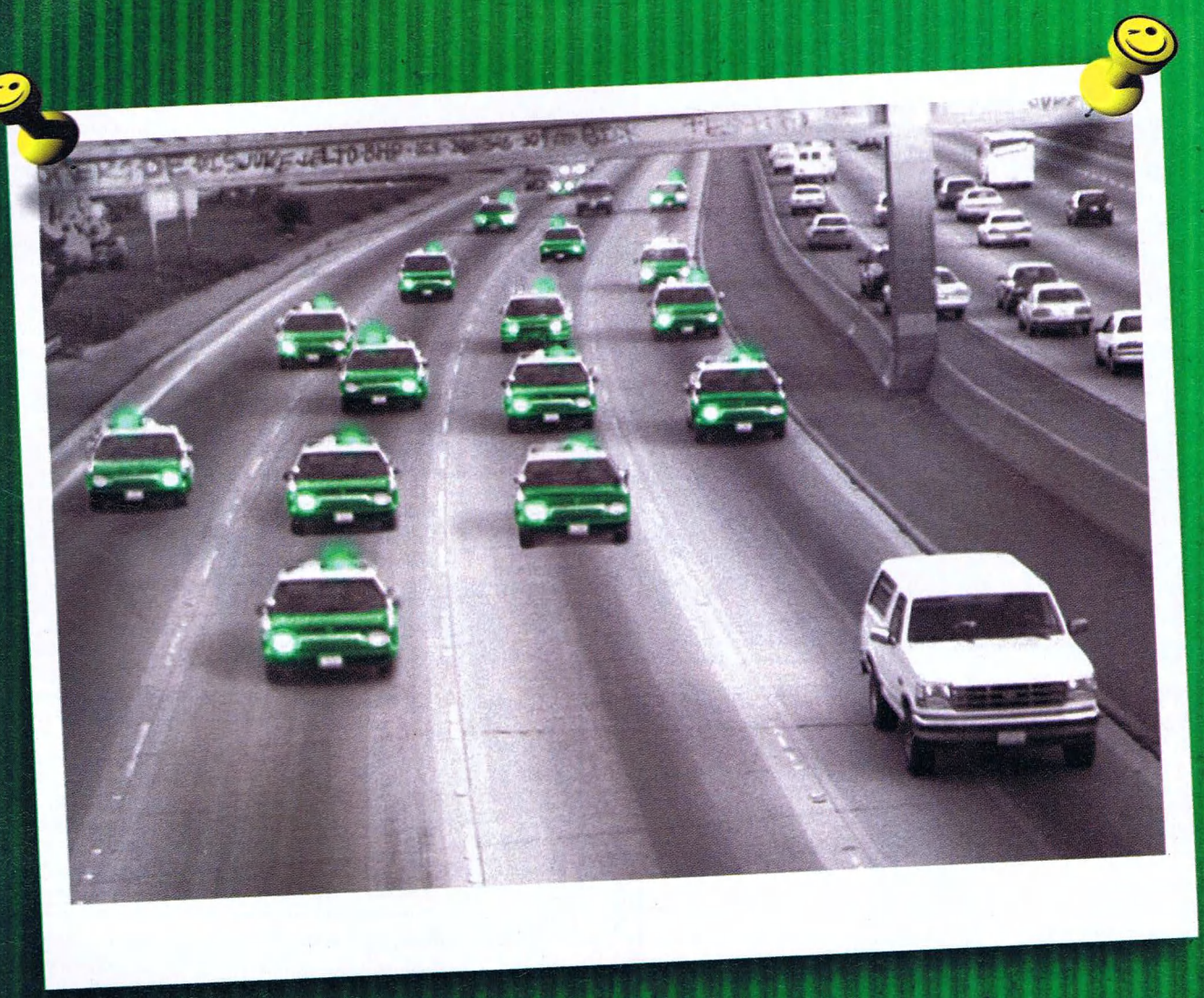
To return to the bosses, stand on the relevant pad in the warp room and press L1, L2, R1, R2, Ⓐ then tap ↑

Bonus Level

On the Unbearable level, wait until the second big polar bear falls off the bridge, then jump after him to enter a bonus level.
Jonathan Stone, Worcester



You can run but you can't hide



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CONSOLETATION ZONE

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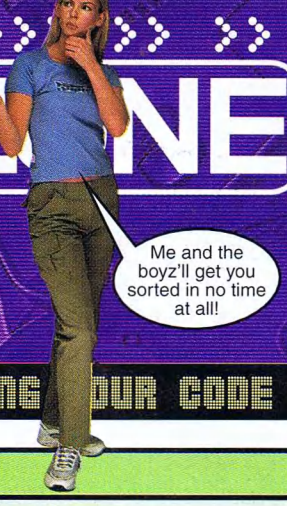


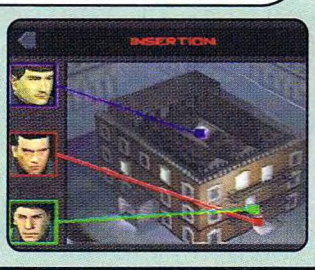
CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...

RAINBOW SIX

Dear GM
I'm trying to wade through *Rainbow Six* on the PlayStation and I just can't do it no matter what tricks I try. Can you let me have any cheats?
Richard Collins, Ealing

Oh yeah, this game; it's called *Rainbow Six* yet there are only three of 'em. To access these codes you should be in the game then press pause and hold L1 while tapping in these:

Extra Ammo
□, □, ○, △, ✕, △, ✕, △
Invincible Hostages
○, ○, □, △, ✕, △, ✕, ○
Make Terrorists Disappear
△, ○, ○, △, □, ✕, △, ○
Revive Health
△, △, ✕, ○, ○, ✕, □, □
Show All Maps
✕, ○, □, △, △, □, ○, ✕
Show The Ending
□, △, □, □, ○, ○, ✕, △
Unlock All Doors
△, □, □, △, ✕, ○, □, △



FUR FIGHTERS

Dear GM
I just can't seem to have any success with finding cheats for *Fur Fighters* for my Dreamcast. Do you know how I can get some of the extras hidden in the game?
Chris Roberts, Colchester.

Okay, not too difficult this one. Whenever you get to a Boss's house, revisit this location and certain cheats will be activated. Here's a list of all the cheats and which house turns them on.

Gwynth .....Auto Aim
Juanita.....100% Health
Claude .....Ammo Boost
Esmerelda.....3D Mode
Winnie and Mai ..Harder Bears
Viggo.....Invincibility

AGE OF EMPIRES 2: THE AGE OF KINGS

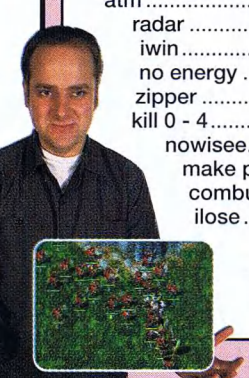
Dear GM
I've just bought *Age of Empires 2: The Age of Kings* and need some help with it. Could you please tell me any cheats which will boost my ruler's power?
Richard Wright, Isle of Skye

Alright. Press the Enter key to bring up the chat menu then simply type in the cheat code:

Cheat	Code
1000 Food	cheese steak jimmy's
1000 Gold	robin hood
1000 Stone	rock on
1000 Wood	lumberjack
Full Map	marco
Saboteur Unit	to smithereens
Slay All Enemy	black death
Win Campaign	i r winner
Control Animals	natural wonders
Lose Campaign	resign
Useless Villager	i love the monkey head
Instant Building	aegis

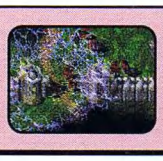
TOTAL ANNIHILATION KINGDOMS

Dear GM
I really don't like writing to you like this but I'm getting really stuck. Can you give me any cheats for my favourite game as I've decided to give the Skirmish mode a bit of a try and it's proving tough.
Edward Charles, Ellesmere



Well, since you asked so nicely (just what is wrong with writing to us for help though?) we've set Dave onto the case for you. Begin the game in Skirmish (or Multi-player) and select Enterthen. Now press '+' and type in any of the following codes:

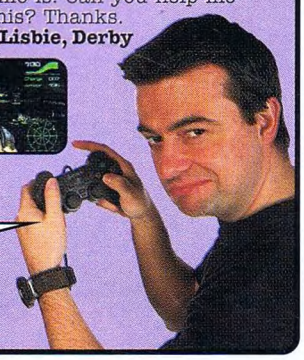
Code	Effect
atm	Max Your Mana
radar	100% Radar Coverage
iwin	Instant Win
no energy	No Energy
zipper	Faster Unit Building
kill 0 - 4	Kill Player 0 - 4
nowisee	Show Full Map
make poster	Take Screenshot
combustion	Enemies Die
ilose	Instant Loss
tilt	Max Men and Material
timedemo	Shows Framerate
lotsablood	More Blood
f2menu	Display Menu



ALIEN TRILOGY

Okay, this is one of the best cheats we've seen as it's so easy to remember. For the ultimate cheat, which gives you all weapons, unlimited firepower, invincibility and opens every level in the game enter the password '1GOTP1NK8C1DBOOTSON' – see, we said it was a weird one. If this cheat is too much for you, here's a very useful Level Skip. At the password screen enter 'G0lvl XX' where XX is the level number you want to skip to. For example if you're jumping to level 12 you would type 'G0lvl12'. If the words 'Cheats Enabled' appear on the screen you've got it right. If not, try it again.

Dear GM
After blasting my way through the truly marvellous *Alien: Resurrection* I decided to dig out my old copy of *Alien Trilogy*. The thing is I'd forgotten how hard the game is. Can you help me with this? Thanks.
David Lisbie, Derby



SYPRO 2

Dear GM
Having played *Spyro 2* to death I really want to have a bit of fun with the game and try out some of the odd cheats I've heard about. Can you put me out of misery please?
Bobby Perot, London

Okay, pause the game and press the relevant combo:

Big Head Mode.....↑, ↑, ↑, ↑, R1, R1, R1, R1, ◎
Flatmode.....←, →, ←, →, L2, R2, L2, R2, □
All Abilities.....◎, ◎, ◎, ◎, □
Black Spyro.....↑, →, ↓, ←, ↑, □, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, ↓
Blue Spyro.....↑, →, ↓, ←, ↑, □, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, ⊗
Green Spyro.....↑, →, ↓, ←, ↑, □, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, △
Pink Spyro.....↑, →, ↓, ←, ↑, □, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, □
Red Spyro.....↑, →, ↓, ←, ↑, □, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, ◎
Yellow Spyro.....↑, →, ↓, ←, ↑, □, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, ↑

MICRO MACHINES 64

Dear GM
Ever since I bought *Micro Maniacs* for my MegaDrive I've been addicted to the series. So when I got an N64 I had to have *Micro Machines 64* as soon as I'd got the money. Can you tell me any cheats which I might find useful in my gaming? Anything would be appreciated. Thanks.
Colin Campbell, Gloucester

Righto, here are some of our favourite cheats for *MM64*. Enter the codes when the game is paused.

Behind Car View.....Left, Right, C-Left, C-Right, Left, Right, C- Left, C-Right
Big Bounces.....C-Left, Right, Right, Down, Up, Down, Left, Down, Down
Double Speed.....C-Left, C-Down, C-Right, C-Left, C- Up, C-Down, C-Down, C-Down, C- Down
Slow CPU Cars.....C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down
Blow Up All Cars...Hold Z and press C-Up + C-Right + C-Left.

RAINBOW SIX ROGUE SPEAR

Dear GM
I'm supposed to be really good at games. All my mates at school reckon I'm one of the best there is, but I've finally come up against a game I can't beat... *Rogue Spear*. Do you know any tips or tricks can help me here as I don't want people to know I'm having trouble.
John Carter, Taunton

Yeah, and we don't reckon that's your real name either. Sounds a bit like a bloke from *ER* to us. Anyway, to beat the nasty terrorists that are causing you trouble press Enter during a game and type in these cheats:

God Mode.....avatargod
Big Heads.....bignoggin
Thick Team.....nobrainer
Clodhopper Mode...clodhopper
Debug Keys On.....debugkeys
Fart Mode.....silentbutdeadly
Heavy Breathing.....1-900
Invisible.....theshadowknows
Draw Cover Points.coverpoints
Mega Heads.....meganoggin
Monocle Mode.....monocle
Refill Items.....5fingerdiscount
Side Scroller.....turnpunchkick
Stumpy Mode.....stumpy
Suicide.....death
Team God Mode.....teamgod

1080° SNOWBOARDING

Dear GM
After buying *Perfect Dark* I've kind of rediscovered my N64. One of my favourite games was *1080°*. Can you remind me how to get the extras for the game please as I've forgotten.
Simon Wandering, Bristol

What a game! Like you, we'd forgotten just how wonderful this title really is – can you imagine it on Gamecube! Okay, so here's how to open the Bonus Courses. In the Match Race beat the six courses on Expert mode to unlock the Deadly Falls course. If you only beat five courses on Hard mode you'll unlock the Dragon Cave course.

To unlock the extra snowboarders you have to follow these procedures exactly:

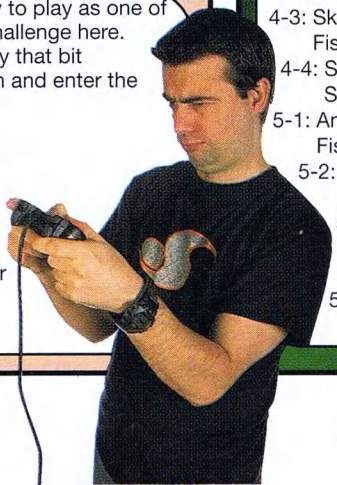
For the Golden Snowboarder you have to finish the Match Race in expert level using the Crystal Snowboarder. After you've done this, go to the player selection screen and choose Kensuke Kimachi. As you confirm your choice remember to press C-Up and A. To try the Panda Boarder you have to finish a match race in Expert level, come first on all courses in the Trick Attack mode then get all three first places in Contest mode. Now go to the player selection screen and pick Rob Haywood and confirm the choice by pressing C-Right and A. To play as the Iceman win a Match Race on Expert level and beat all the EAD score on Trick Attack and Time Attack modes then press the C-left button and then the A button as you choose boarder Akairi Hayami.

LMA MANAGER

Dear GM
Now, winning the game as Manchester United or Liverpool is pretty easy so I've decided to try as one of the lower league teams... Swindon. Just in case it's too hard can you tell me any tips?
John Morris, Leicester

We see why you might want some help. It's so easy to play as one of the bigger teams, but you really have set yourself a challenge here. Hopefully these cheats should make your path to glory that bit easier. To activate them go to the Create Player option and enter the cheats below as the player name.

Build Stadium Faster.....quick dry cement
Quicker Healing.....witch doctor
High Rating.....the best
Rainy Weather.....wet wet wet
Sign Any Player.....north and south
Next Game Is Planned.....backseat manager
Win All Games.....ivor invincible
£500,000,000.....King midas



CLASSIC 2 OVERBOARD

Dear GM
Can you give me the codes for the one-player game?
David Burns, Chelmesford

Right, those level passwords.

1-3: Ship, Anchor, Skull, Ship, Anchor, Fish
1-4: Skull, Ship, Fish, Anchor, Anchor, Ship
2-1: Fish, Fish, Anchor, Ship, Skull, Anchor
2-2: Skull, Anchor, Anchor, Fish, Anchor, Ship
2-3: Fish, Anchor, Ship, Ship, Ship, Skull
2-4: Anchor, Fish, Ship, Skull, Skull, Fish
3-1: Ship, Skull, Skull, Fish, Anchor, Skull
3-2: Fish, Skull, Anchor, Fish, Skull, Fish
3-3: Fish, Fish, Ship, Skull, Fish, Ship
3-4: Ship, Anchor, Ship, Fish, Anchor, Fish
4-1: Skull, Skull, Anchor, Ship, Fish, Fish
4-2: Ship, Anchor, Skull, Fish, Fish, Anchor
4-3: Skull, Ship, Skull, Skull, Fish, Ship
4-4: Ship, Fish, Ship, Fish, Ship, Anchor
5-1: Anchor, Ship, Fish, Skull, Fish, Ship
5-2: Fish, Ship, Anchor, Skull, Ship, Fish
5-3: Ship, Fish, Skull, Anchor, Anchor, Skull
5-4: Skull, Ship, Anchor, Fish, Ship, Skull

#42 Dead Or Alive 2: Hardcore

Gamer Emporium

DOA2

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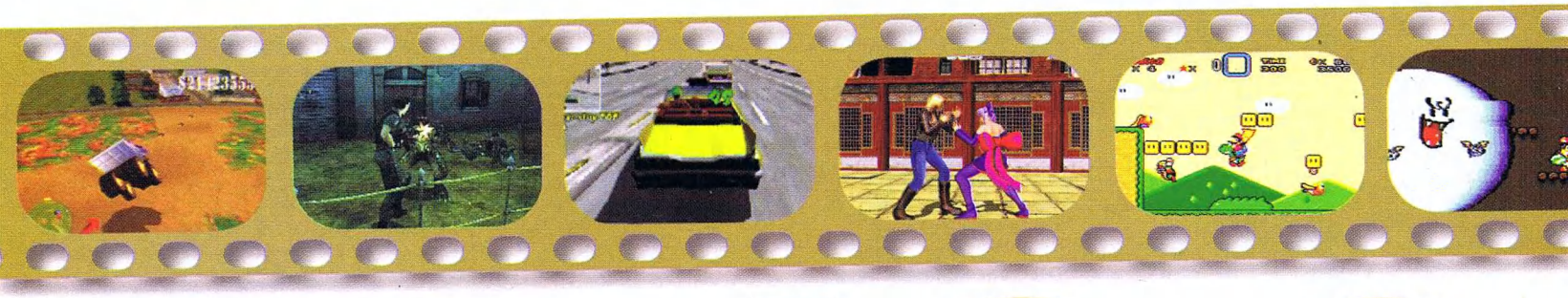
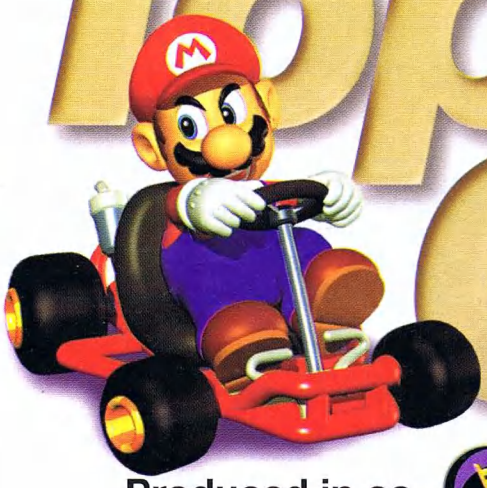
DEAD or ALIVE



Your Top 100 Games ...Ever!



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It's your compilation so settle down for the best of the best. No skipping to the end now...

Finally, after a thousand man-hours of vote sorting here are the Top 100 Games according to YOU, our beloved readers.

We've added up all your votes and one of you will be walking away with Gameplay's prize of 100 games of their choice! But first let the games begin. In reverse order, of course...

100 GOLDEN AXE

Gilius the dwarf, Ax the bloke and Tyrus the lady, ride dragons and smack up goblins in this classic scrolling beat-'em-up that was a MegaDrive essential.

99 LEMMINGS

The most successful anti-rodent euthanasia game ever. Simple concept – stop the lemmings from popping their corks. DMA's classic was pure gameplay.

98 ALEX KID IN MIRACLE WORLD

The Master System's answer to *Mario*. Save Radactium city from the evil Janken by leaping on platforms. An '86 hit, a cool retro vote. Well done.

97 TOMB RAIDER 2

Lara's second coming came in winter 1997. No longer just a games character, now a cultural icon. More tombs, more raiding, mo' money.

96 BOMBERMAN

Bomberman's first appearance on the SNES. A bit of a dog as a one-player game but was the dog's as a multi-player experience. Explosive stuff!

95 DONKEY KONG 64

Rare's ape odyssey was the Christmas hit of '99. A game so big that it needed the expansion pak and the whole Kong family to play it. Big, beautiful, bananas.

94 JEDI KNIGHT DARK FORCES

Enjoy this first-person Jedi adventure you will. Lamp people with your light saber you must. Action, adventure, and big fights these things a Jedi craves not... not!

93 SIM CITY 3000

Govern the little people. Watch as their city grows. Nurture them... then send natural disasters to kill them all for you are a vengeful God! Oh, yes!

92 DIE HARD TRILOGY

A victory of gameplay over movie license. This three-in-one package was the hit of '97. Run around, shoot people then hit them with a car. Yippee kay aye!

91 MIDTOWN MADNESS

Putting a little fun into the Scotsman-tight world of the driving game. Bounce around a city hurting other cars with your own. It's not serious, but it's good.

90 C&C TIBERIAN SUN

It's a bit of a newy but has proved so cunning, so clever and so involving that you felt you just had to have it here. A glimpse of the future for realtime strategy.

89 FINAL FIGHT

Like an angry Ken Livingston, you take Mayor Mike Hagger, and two other fellas, and smack folk about till they don't move no more in this 2D scroller.

88 SONIC ADVENTURE

The first DC game in the 100. Not the *Mario 64* beater it hoped to be, but still the centrepiece of the DC launch. He just can't get enough of those rings!

87 NEW ZELAND STORY

2D platformer starring an arrow shooting Kiwi rescuing his friends from an evil walrus. They don't make them like this any more... they really don't.

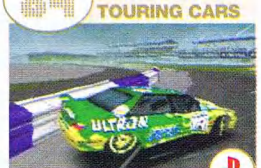
86 GRAN TURISMO

When this came out in '97 no other driving game came anywhere near. Became the benchmark by which all over driving sims were judged. Perfection.

85 CHRONO TRIGGER

Early gaming excellence from Square. Time travelling adventure with Chrono and his cronies. Recognised as the best RPG on the SNES.

84 TOCA WORLD TOURING CARS



It's only just come out, but its earth shattering brilliance moved enough copies to sneak it into the top 100. One of the Codies brightest moments.

83 SUPER MARIO BROS

Mario's scrollin' debut that shifted quite a few NESs. Laid the foundations of the gameplay that has made Mario's the world's favourite games character.

82 BREATH OF FIRE 3

Not an obvious choice for the Top 100, but this Capcom RPG about a bloke called Ryu who can transform himself into a dragon is still a favourite.

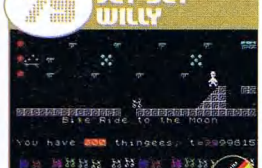
81 ELITE

This free roaming, space trading, combat adventure is one of the most influential games ever. Non-linear, beautifully crafted and bigger than Jesus.

80 MICRO MACHINES 2

Tiny cars in a big world. Crazy idea, brilliant game. The MegaDrive sequel proved more popular than any of the 3D follow ups. Sheer mini-mightiness.

79 JET SET WILLY

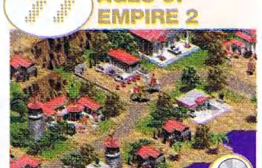


A classic from a time when the games world was a much simpler place. This sequel to *Manic Miner* was written by Matthew Smith in his bedroom.

78 KUNG FU MASTER

Scrollin', scrollin' scrollin keep your fighting scrollin'. Batter midgets, knife throwers and vases just to get to the elevator in this surprise retro entry. Hiya!

77 AGES OF EMPIRE 2



When two tribes go to war... it's the one that points and clicks in a more clever way that wins in this life absorbing, Empire ruling strategy game.

76 ECCO THE DOLPHIN

One of the MegaDrive's defining titles. Wet and weirdly wonderful action adventure with a mammal in a big pool of sharks, tuna nets and alien life forms.

75 COMMAND & CONQUER

As influential on PC gaming as *Quake*. This realtime strategy diamond defined the shape of point 'n' click mayhem that's still being copied today.

74 SYNDICATE

From the days when Peter Molyneux released games and didn't just talk about them. A bionic assasin kill frenzy, this multi-formats itself into the Top 100.

73 RAINBOW ISLAND

The story of Bub and Bob, two dinosaurs (who turned up in *Bubble Bobble*) with the power of the rainbow at their side. Cutesy puzzling Amiga magic.

72 RESIDENT EVIL

Big scary house full of zombies with only your wits and a little ammo to rely on. And who can forget the classic dog through window bit. A true Capcom classic.

71 NIGHTS

Mid '90s offering form the Sonic Team. As a mental acrobat you must save the world of dreams from evil by flying through rings. Freakily unique...

YOUR (and our) TOP TENS

1: MetalGear Solid
2: Doom
3: Gran Turismo
4: Pokémon
5: Command & Conquer
6: GoldenEye
7: Zelda 3
8: Super Mario World
9: 3D Monster Maze
10: Super Mario Kart (SNES)

Dan Griffths
Editor

1: Super Mario World
2: Goldeneye
3: Mario 64
4: Zelda: Ocarina of Time
5: Resident Evil
6: Metal Gear Solid
7: Defender
8: Skool Daze
9: Elite
10: Doom

Robin Alway
Dept Editor

1: Metal Gear Solid
2: Shadowman
3: Final Fantasy7
4: Resident Evil
5: Hidden & Dangerous
6: Warzone 2100
7: Dune (MD)
8: Speedball
9: Snowball
10: Elite

Jonnie Bryant
Prod Editor

1: Virtua Tennis
2: Metal Gear Solid
3: Driver
4: Tetris
5: Mario Kart 64
6: Tekken 2
7: Sonic 2
8: Wipeout 3
9: Chuckie Egg
10: Gun Pey

Oliver Hurley
Reviews Editor

1: Doom
2: Quake 3: Arena
3: Monkey Island 2
4: Half-Life
5: Goldeneye
6: Macross
7: Quake
8: Starwing
9: Wave Race
10: Wipeout

Paul Tysall
Dep Art Editor

TOP 100 GAMES

1: Driver
2: Gran Turismo
3: Virtua Tennis
4: Wipeout 2097
5: Tekken 3
6: Metal Gear Solid
7: Quake 3
8: Mario 64
9: The Sensible World of Soccer
10: Defender

Graham Dalzell
Art Editor

1: Tekken 2
2: ISS Pro Evolution
3: Konami Pong
4: Resident Evil
5: NBA Jam (Arcade)
6: John Madden (MD)
7: Streets of Rage 2
8: Radio Times Quiz Machine
9: Die Hard Trilogy
10: Virtua Tennis

Dave Harrison
Features Editor

1: Final Fantasy7
2: Vandal Hearts
3: Final Fantasy 8
4: Age of Empires 2
5: Vandal Hearts 2
6: Grandia
7: Pokémon
8: Zelda 64
9: Perfect Dark
10: Goldeneye

Simon Dallion
London

1: Monkey Island 3
2: Half-Life
3: Zelda 64
4: Perfect Dark
5: Grim Fandango
6: Zelda DX
7: Banjo Kazooie
8: Crazy Taxi
9: Unreal Tournament
10: Final Fantasy7

Niall Minihane
Enfield

1: Sonic 3D Blast
2: Virtua Racing
3: Ultimate MK
4: Mortal Kombat 3
5: FIFA '98
6: Tekken 3
7: Metal Gear Solid
8: Worms
9: Sonic and Knuckles
10: Sonic 2

Sawan Thakrar
Leicester

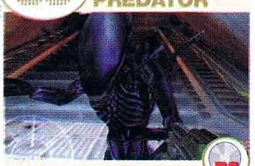
70 ISS PRO '98

Konami's N64 soccer classic. Seen by many as the best football game ever. Combines fast and furious footie with sophisticated AI and detail. Lives slightly in the shadow of it's PlayStation cousin, but is a legend in it's own playtime.

69 FLASH BACK

The third Amiga representative in the top 100. It's sci-fi conspiracy time with this alien battling adventure. Broke new ground with it's motion captured animation and it's heavily detailed interactive environment. Top stuff.

68 ALIEN VS PREDATOR



One of the scariest videogames about. Play as a tooled up Marine, the invisible Predator or lightening quick Alien. Rebellion created an absorbing movie feel and combined it with some major dynamic gameplay.

67 UNREAL TOURNAMENT

The only game that can match *Quake 3*'s electric paced deathmatch action. The mission-based one-player challenges are inspired, but it's the multi-player fun than really shines. So good that a whole TV show is being based on it.

66 SENSIBLE WORLD OF SOCCER

The second football title in the countdown and a legendary title. Not the sexiest looking game in the world but it had a great personality. This top-down beauty is reason alone to not bother with the PS2 or DC and go and find an Amiga.

65 DEUS EX

A fairly recent addition to the first-person shooter world. A blessing of stealthiness, a touch of the RPGee-bies plus you get to shoot people in the face! Time will tell if this is an enduring classic but for now it's more than welcome.

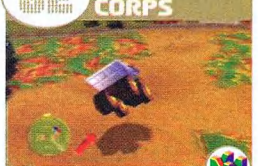
64 GAUNTLET

There was an elf, a barbarian, a butch lass... and an old man in a pub. Only kidding! They all teamed up to kick serious ghost and goblin butt. A star coin-op conversion when leg warmers were a serious fashion option.

63 G-POLICE

Not the sexiest game to look at and it showed the PS's limitations quite early on, but it tried to be different and we all appreciate a trier. Capture flying pirates in your airborne squad car. Early magic from Psygnosis.

62 BLAST CORPS



It's Rare again proving how deft and how flexible they are at making games. Get big trucks and then destroy bigger buildings with them. Simple idea again, but devastatingly effective. A bit short on lifespan but you've kindly overlooked that.

61 TOMB RAIDER

The game that created the marketing beast that is Lara Croft. But it was the intricate level design, the superb animation and thigh slapping gameplay that made this such a hit with PlayStation owners. The pretty lady helped though.

60 SUPER METROID

One of the best platformers on the SNES and proof that good games don't die, they only get mentioned in retro round ups. You're the sparky lass Samus as she takes on the evil Zebes to kill the mother brain. Obviously.

59 SUPER MARIOLAND 2: SIX GOLDEN COINS

Mario on Game Boy, what a great idea. This 1992 smash was the nearest you could get to having *Super Mario World* in your pocket. This is also a substantially meatier *Mario* trying to compensate for the GB's titchy screen. Bless.

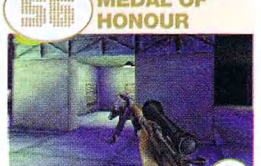
58 SONIC THE HEDGEHOG 3

It's pleasing to see a healthy *Sonic* showing in the Top 100, this being one of four entries. More ring collecting, sound barrier breaking fun from the blue one as the series peaked before all going a little gimmicky. Phat and frantic.

57 ROLLERCOASTER TYCOON

The best of the fun-park sims. Design your own vomit inducing ride and reap all the rewards. Live the dream! Pure, compelling gameplay with neat graphics to match. Very daft, very addictive and very nearly number 56, but not quite.

56 MEDAL OF HONOUR



EA's WW2 shoot-'em-up may have looked a little iffy on paper, but you don't play games on paper do you. The PS struggles to make it look smart but it's rich atmosphere makes up for it. Who'd have thought war could be so much fun?

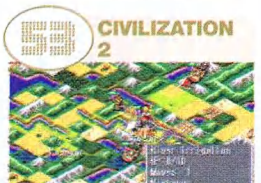
55 POKEMON STADIUM

The recent N64 smash Pokés into the Top 100. It looks nice, it's easy and it's got loads of Pokémon in it. However, this owes it's respectable placing to the recent Pokémania rather than any enduring quality. Oooh, how cynical.

54 MORTAL KOMBAT 2

It's the MegaDirve version of the nasty smack-about that gets a nod in the top 100. The series was tainted by the endless streams of specials, but this had more punch than Judy – and still has more shoulder pads than Dynasty.

53 CIVILIZATION 2

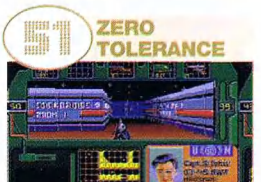


The God of all god-sims. Guaranteed to swallow up your life whole and rip you away from your friends and loved ones as you attempt to create a civilisation and destroy others. As de-tailed as a Manx cat. Oh yes.

52 KING OF FIGHTER '96

SNK's 2D scrapper gets a mention in it's '96 vintage. Not many of us got the hulking NeoGeo console to play it on so it was down to the Arcade to hammer on this tag team, international beat-'em-up. It doesn't look that pretty, but it was top.

51 ZERO TOLERANCE



It's amazing what ancient gems get dragged up for these types of votes. This MegaDrive first-person adventure has you killing lots of aliens because you don't like them that much. It's definitely not great, but it's there.

50 WORMS

The multi-player game that really brought out the worst in everyone. Tiny teams of worms, angry at the world, get guns and attack each other. Doesn't sound that great but it's another simple idea that was deadly addictive.

49 VAGRANT STORY

More turn based fighting joy from Square, the masters the RPG. It's dragon worrying time in a game that, although quite linear, draws you in with it's realtime action. Another PlayStation classic in the Autumn of it's illustrious life.

48 THE SIMS

Carve out an existence for a virtual person and spend hours organising it as your own life slowly falls apart. More absorbing than Pamper and Huggy sponge cake. Another EA entry and, please note, none of them are sports related.

47 SOUTH PARK RALLY

Okay... interesting. *South Park Rally* makes the top 50 games. A very different choice, but it's tickled the fancies of enough Cartman, Stan, Kenny and Eric fans to claw its way in. You guys are crazy! What we mean is you're mental.

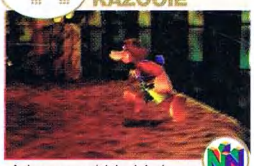
46 SEGA RALLY

Many driving games have surpassed it in terms of quality, but the memory of Saturn's finest still lives on. It actually manages to keep out the DC follow up. Stood on it's own as the best driving game around for a lengthy time.

45 KID ICARUS

Another NES game that still gets respect. You handled the winged Kid as he tried to save a Princess from Medusa. One of the first platformers to scroll vertically, not just horizontally. They were simpler times...

44 BANJO KAZOOIE



A bear and his bird simulator from uber-N64 coders Rare. It was the UK developer's attempt to do a *Mario 64*. It never reached those heights despite its technical tightness, but is still very welcome in here in the top 50.

43 TONY HAWK'S PRO SKATER

The first extreme sports game to capture the adrenaline-fuelled thrill of defying gravity on some wood. Neversoft have created a game that will have many imitators but not many real challengers. And number two is even better!

42 SOUL REAVER

A real dark gem of game that didn't sell as well as expected but richly deserves it's top 50 positioning. More bite than Lara, more impallings than Mario and more soul than Trevor Nelson's record collection. Oh so dark...

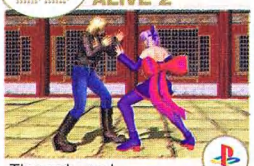
41 RESIDENT EVIL 2

Capcom's follow up to the genre defining survival horror classic. Claire and Leon face the terrors of Racoon city as the Umbrella storyline starts to gain momentum with action doubles from the ammo starved original. Chillin'.

40 GRAND THEFT AUTO

It's oh so good to be bad, and this is so bad it's good. The sequel obviously didn't go far enough to beat this crim sim which proves that graphics can be as simple as owt as long the gameplay is something you'd kill for.

39 DEAD OR ALIVE 2



The only real contender to *Tekken*'s 3D fighter crown and it's the DC version that really counts, with it's superior performance. Big bouncing baps, bombastic beatings and barmy barnets. Simply a thing of booti.

38 LEGEND OF ZELDA: LINK'S AWAKENING

It may have been black and white and squeezed on a tiny GameBoy cart but it still had that Shigy magic in spades full. Gets in the top 50 despite being seven-years-old and needing a family sized bucket load of AA batteries to finish it.

37 YOSHI'S ADVENTURE

More Mario magic from the SNES. It's the most radically different of all the Mario 2D adventures but it still retained the bizarre imagination and killer platformer fun. The egg aiming took a bit to get used to but, hey, we'll let it off.

36 TETRIS

A games phenomenon. Even it's digital ditty received chart success. Blocks tumble down and you have to stack them neatly to make them disappear. It wasn't that complicated but could only be played in 18 hour sittings.

35 SUPER SMASH BROS

A pure slice of Ninty weirdness that somehow is incredibly hard to put down. Another game that is taken to another level with the multi-player option. Hey, we've all wanted to smack Mario in the face and here is a very rare opportunity.

34 SUPER MARIO BROS 3

This 1990 classic is the biggest selling videogame of all time. The true follow-up to the first *Super Mario Bros*. This is a mammoth of a title stuffed with secrets, characters and action. A game only the Miyamoto can make.

33 COLIN MCRAE 2

Another recent release that has already managed to cement itself into gaming history and another inspired driver from those Fun-Bobbies at Codemasters. Deeply detailed it's a ferocious ride through deep grime.

32 CHAMPIONSHIP MANAGER 2

The king of the management sim that appears in it's most popular of forms – the number 2. Crammed with enough stats to send Motty spare and immensely addictive, this proves that the true home of the bo selectah is the PC.

31 RESIDENT EVIL 3

The pinnacle of the *Resident Evil* series in terms of gamplay. Capcom crammed a Hammer House full of horror and action into 20 hours of compelling gameplay that rewards replay after replay. And Jill has never looked sexier.

30 SONIC THE HEDGEHOG

The first outing on the MegaDrive for the most famous blue hedgehog in the world. It brought supersonic speed to plodding platforming and gave us new respect for those tyre loving bread and milk-munching balls of fun.

29 DRIVER

A 1999 triumph for Reflections. More bad-boy racing action that captures the atmosphere of the '70s movie obsession with car chases, soggy suspension and fuel guzzling motorised mayhem. A driving game with soul.

28 CRAZY TAXI

Aha! Yes we like this. Driving a car like a mentalist and then getting people to pay for the pleasure. The most successful of the mighty range of Sega's perfect Arcade to Dreamcast conversions. Sublimely daft.

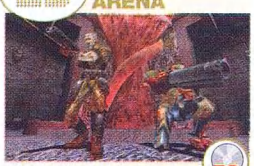
27 PACMAN

While it's probably not the game we rush home to play everyday, it's been namechecked enough in acknowledgement of it's once greatness. A incomplete pie-chart eating dots and avoiding ghosts in a maze... it couldn't fail!

26 WWF WRESTLEMANIA 2000

While it may not be able to compete with *Tekken* in terms of sophistication, this more than satisfied the thirst of N64 grapple fans. You can't beat a good wrestler! Well you can actually, with a ladder for instance...

25 QUAKE 3: ARENA



The only *Quake* to reach the 100 club. Distilled for Deathmatch purity it's the sleekest and most cold-blooded first-person shoot-'em-up ever. This beats the numerous imitators with it's unique atmosphere and heritage.

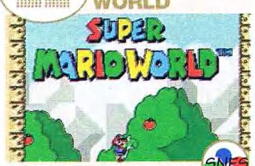
24 ZELDA 3: LINK TO THE PAST

Boy you lot just love the Linkster! The SNES incarnation of the pointy eared one didn't have the biggest map, but was still spilling over with hidden areas and secrets that kept you rivetted till the oh so satisfying climax. A classic!

23 TEKKEN 3

One of the finest 3D beat-'em-ups. Graced with instinctive controls, spanking visuals and lovable characters. Sadly fails to make the top 20, but is a deeply loved companion that was the gaming highlight of 1998. Roll on *Tekken 4*.

22 SUPER MARIO WORLD



The game that shifted millions of SNESs. It's that hairy plumber once again and this time he's riding Yoshi like a pony. The '90s have come and gone since this came out, but there's no beating gameplay that touches on perfection.

21 LMA MANAGER

I never though I'd see the day when a console management game would be seen as an all time classic, but such is the quality of the Dalai-*LMA*. It deserves your love and your money. Those Codeys must have magic fingers... and toes.

1: Chaos
2: Metal Gear Solid
3: Wolfenstein 3D
4: Gauntlet
5: Goldeneye
6: Tomb Raider 2
7: Worms
8: Journeys End
9: Die Hard Trilogy
10: Exhumed

Alan Shields Hull

1: Sonic Adventure
2: Zelda 64
3: Metal Gear Solid
4: Crazy Taxi
5: Sonic R
6: Dead Or Alive 2
7: Chu Chu Rocket
8: Ape Escape
9: Tetris
10: Sega Rally

Peter Robinson Derbyshire

1: Wipeout 2097
2: Tetris
3: Unreal Tournament
4: Resident Evil 2
5: 1945 Plus
6: Tennis
7: Tony Hawk's
8: Turok 2
9: Rollcage
10: Street Fighter 2

Leo Garcia Aberdare

1: Kid Icarus
2: Driver
3: Starfleet Academy
4: Medal Of Honour
5: Super Metroid
6: Cannon Fodder
7: Zelda 64
8: Super Mario World
9: Streets of Rage 2
10: Ridge Racer

Ben Teasdale Lancaster

1: South Park Rally
2: WWF Smackdown
3: LMA Manager
4: FIFA 2000
5: Mario Kart
6: Perfect Dark
7: Link's Awakening
8: Pokémon
9: Pokémon Stadium
10: New Zealand Story

Phil Wilkinson Warrington

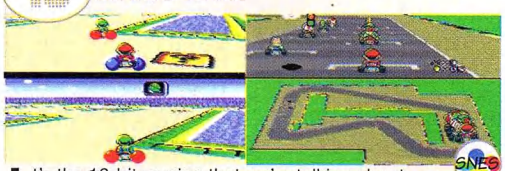
20 DOOM

Nice call people. The daddy of all first-person shoot-'em-ups. Where would PC gaming be without this? Forget about the plot if, there ever was one, this was just about slaying as much spawn of satan as possible before they caught up with you and gave you a good kicking. id's eye for the gratuitously violent has kept many people happy on numerous formats, but it's the PC that owes the biggest debt.

19 RESIDENT EVIL CODE: VERONICA

A surprisingly high position for the DC *Resi Evil* representative. The gameplay has none of explosiveness of *Resi 3* and its a return to the monster slaying/leg work of number 2. But where it meets and beats all expectations is with it's stunning visuals. The *Resi* games always looked good, but with the 128-bit might of DC pumping through the evil, it's a joy to behold. Spiced up with a touch of the sniper rifles.

18 MARIO KART



It's the 16-bit version that we're talking about here. The one and only true original mini-kart racer that has spawned a sickly number of copy cat titles. It's a painfully simple premise of Mario and his closest buddies/worst enemies battling round a series of courses in buggys, grabbing power-ups to hurt each other with. Its bubbly gameplay still holds up today and is fondly remembered as the mother of all cutesy racers.

17 STREETS OF RAGE 2

Never has the scrolling beat-'em-up been done so sweetly. Sure, it was completely predictable but it was the pinnacle of the shuffling and shoeing genre that has since died with the 16-bit console. Mr X has kidnapped Adam – one of the heroes of the original – and it's up to his buddies Axel (the all rounder), Blaze (the quick woman), Max (the meat head) and Skates (the useless one) to rescue him.

16 MARIO KART 64

The younger but stronger of the *Mario Kart* brothers. Equally as simple as it's predecessor but had the power to process four-way action which made it an irresistible multi-player option. Thousands of GamesMaster work hours have disappeared thanks to this game. So frustratingly addictive it crawls under you skin, possesses the mind and turns brother against brother, friend against friend, writer against writer...

15 SONIC THE HEDGEHOG 2

Well, look at who's still amazingly popular after all these years. Yep it's the second of Sonic's MegaDrive excursions and one that touches the hearts of the GM community. Many complained that it didn't take too long to complete but for those who like to savour their special games, this was the Sonic of all Sonics. With *Sonic Adventure* peaking at 88, perhaps ol' prickly should make a 2D return.

14 SOUL CALIBUR

The next generation cousin of *Soul Blade* (which sadly doesn't get a mention). No other beat-'em-up, not even PS2's *Tekken Tag*, can match the brutal beauty of this game. It's fighting, right, but with big, sharp, nasty weapons and a range of pyrotechnic armed assaults that put the 'punch and kick' of the others to shame. Distinctive characters, stunning visuals and responsive slapping make this a truly something special.

13 ISS PRO EVOLUTION

This, my friends, is football. While other games may have the licenses and even the looks, nothing has come close to replicating the game of football closer than *Evolution*. The fact that it managed to better it's own predecessor was an achievement in itself, but its balance, poise and grace is something that must be cherished, loved and protected. The commentary is mind numbingly terrible, but this is indeed *the* beautiful game.

12 GRAN TURISMO 2

A welcome return of everybody's favourite *Gran*. It was pretty hard to better the near perfection of the original, but Sony pulled out the stops, stripped the engine, put in some new upholstery and created a masterpiece. It didn't arrive without a struggle though, as problems with the dirt track handling continually pushed back the release date but, early this year, we finally received and we were thankful. Amen.

11 MARIO 64

We all thought that this would race into the top five and even take the top spot, but it hasn't even manage to make the top 10! It's a wonderful title, one that changed games for ever and revealed the true potential of N64. Nintendo delayed the launch of the new console just so Miyamoto could finish this. No one will ever forget seeing Mario potter around in 3D for the first time. Breathtaking.

10 FINAL FANTASY 8

After the monster hit of *Final Fantasy 7*, this was under pressure to match its brilliance. And it didn't disappoint. The story of the surly Squall gathered its own relentless momentum and swallowed helpless gamers whole. With a much more mature look from the big-headed number 7, the sumptuous graphics blended with eye-cracking FMV sequences. No one makes games quite like Square. No one.

9 WWF SMACKDOWN

Smackdown is one of the few grapplers that managed to match your love of those big men with 'awesome' gameplay. You could smell what THQ was cooking and it smelled very nice. Wrestling games usually have been as dynamic as watching two slugs hugging, but this gem perfectly captured the grace, nobility and beauty of smacking the Rock in the face with a metal chair. This truly layeths the smacketh down.

8 HALF-LIFE

Taking *Quake 2*'s engine Valve set about creating what charts here as the finest PC game ever made. The action takes place in a research facility where a portal to another dimension has been opened. Bugger. No other first-person title has ever grabbed gamers so firmly and not let them go till you were left with shredded nerves. A game that spilled over with tension, intelligence and memorable set pieces. Genius.

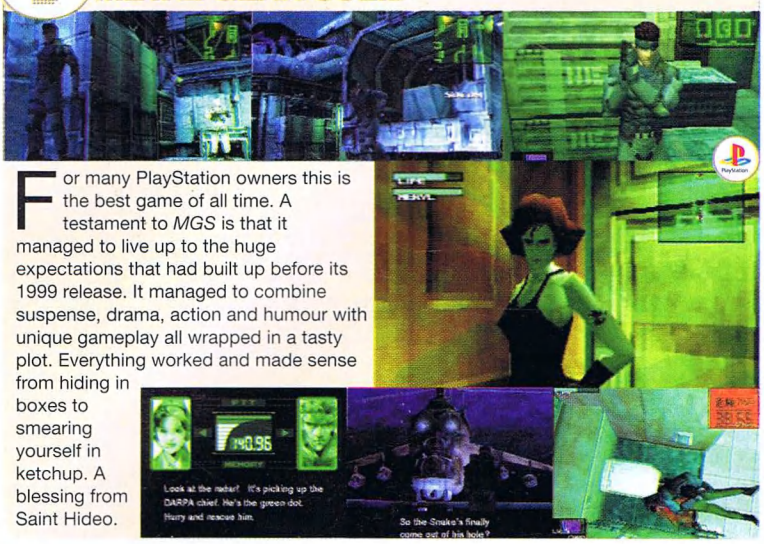
7 POKEMON

We did the 'mon a favour here, grouping *Red*, *Blue* and *Yellow* together. But, even if we counted them separately, they would have all still made the top 20! *Pokémon* is the gaming phenomenon of the last year and hasn't left the top 20 of the sales charts yet. It's turn-based battles and exploring aren't ground breaking stuff, but the sheer desire to 'catch 'em all' borders on the obsessional. Scary.

6 STREET FIGHTER 2

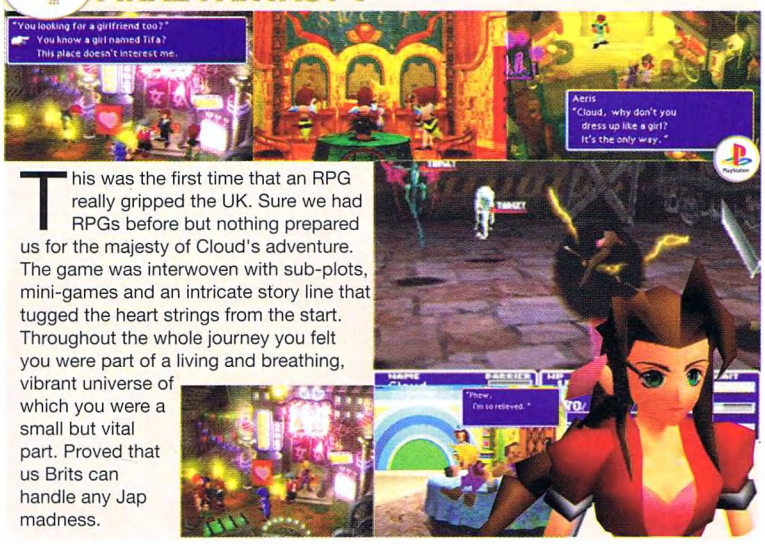
It's the cool original flavour of Capcom's master beater that has found a special place in our hearts and minds. This 2D combo-happy spectacular has inspired numerous *Turbo*'s, *Zeros* and *Ex*'s, a feature film and nearly every beat-'em-up since. The exploits of Ryu, Ken, Chun-Li and pals made the SNES an irresistible purchase and soon each special move became etched into your withered thumb. Nothing has bettered its intensity.

5 METAL GEAR SOLID


Look at the radar! It's picking up the DARPA chief. He's the green dot. Hurry and rescue him.
So the Snake's finally come out of his hole?

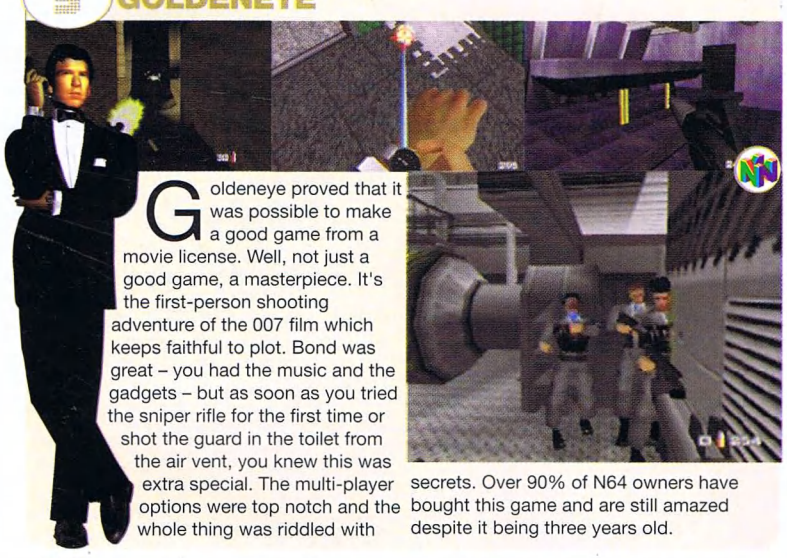
For many PlayStation owners this is the best game of all time. A testament to *MGS* is that it managed to live up to the huge expectations that had built up before its 1999 release. It managed to combine suspense, drama, action and humour with unique gameplay all wrapped in a tasty plot. Everything worked and made sense from hiding in boxes to smearing yourself in ketchup. A blessing from Saint Hideo.

4 FINAL FANTASY 7


"You looking for a girlfriend too?"
You know a girl named Tifa?
This place doesn't interest me.
Aeris
"Cloud, why don't you dress up like a girl? It's the only way."
"Phew, I'm so relieved."

This was the first time that an RPG really gripped the UK. Sure we had RPGs before but nothing prepared us for the majesty of Cloud's adventure. The game was interwoven with sub-plots, mini-games and an intricate story line that tugged the heart strings from the start. Throughout the whole journey you felt you were part of a living and breathing, vibrant universe of which you were a small but vital part. Proved that us Brits can handle any Jap madness.

3 GOLDENEYE



Goldeneye proved that it was possible to make a good game from a movie license. Well, not just a good game, a masterpiece. It's the first-person shooting adventure of the 007 film which keeps faithful to plot. Bond was great – you had the music and the gadgets – but as soon as you tried the sniper rifle for the first time or shot the guard in the toilet from the air vent, you knew this was extra special. The multi-player options were top notch and the whole thing was riddled with secrets. Over 90% of N64 owners have bought this game and are still amazed despite it being three years old.

2 PERFECT DARK

Not only is this number 2, but this also managed to beat *Goldeneye*! Rare's follow-up to their Bond classic really took its time coming. It tested the patience somewhat but it was worth the wait. Is it really better than *Goldeneye* or is it just that you're still playing it at the moment? Anyway, enough about you, this is one humdinger of game that has is riddled with features and pushes Ninty's console to the limits.

1 LEGEND OF ZELDA: OCARINA OF TIME

Well, here we are... The greatest game ever made, ever. And it completes an all N64 top three! This would have been the christmas hit of '98 but the shops ran out of copies such was the demand. Knowing the quality of the earlier *Zelda* titles we all knew it was going to be good but nothing really prepared us for the sheer scale and beauty of the game. Miyamoto had always envisaged Link's adventures in a huge 3D world, but this was the first time he had a console that could fulfil his dreams. And he really went to town. The best game in the world from the best games maker in the world. Cheers Shiggsy!

gameplay THE GATEWAY TO GAMES

WINNER!

I suppose you want to know who has won 100 game courtesy of those lovely people at Gameplay? Well a lucky chappy by the name of Simon Witt from Suffolk will be the one smiling when he reads this and here and his top 10.

1: Vagrant Story.....PS
2: Civilization 2.....PC
3: Gauntlet.....Spectrum
4: Final Fantasy 7.....PS
5: Medal of Honor.....PS
6: Colin McRae Rally.....PS
7: Deja Vu.....Spectrum
8: Tekken 3.....PS
9: C&C Red Alert.....PS
10: 1942.....Spectrum

YOUR SHOUT

EDITOR

Welcome to your bit of the mag! We want your letters, pics, reviews and games ideas and will stump up top booty for star contributions! Simply get scribbling, cram you stuff in an envelope, fill out the coupon on page 69 and post it all to us here at: GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Sharpish!

Daniel Griffiths

Another bumper pile of streetwise opinion from the coolest readers on the planet. Want to get involved? Then scrawl a letter and get yourself heard! Mark your envelope up 'Your Shout' and slip in the coupon on page 69.

GLOBAL LAUNCH!

Dear GamesMaster

It's happening all over again isn't it? No sooner do we all get settled in with our PlayStations, N64s, Dreamcasts and PCs than a whole new format war starts again.

So GM which should I buy? Should I get a PlayStation2 in November or hang about for X-Box a year later? And what about Dolphin? Is that going to be any good? We haven't got all the money in the world you know! When will console makers realise that we've only a certain amount of money and can only buy one machine really.

David Froman, Carlisle

Yup, you're right. The warz are kicking off once more and once again you're going to have to choose which machine suits you best. X-Box, PS2 and Gamecube (formerly known as Dolphin) will all be great machines. The way to decide which to buy is see which plays the game you want. Of course, the only way to get all the good games is to get them all... Not to worry though GM will be keeping you on the case as to each's games to help you choose which gets your cash.

DEAD HANDY

Dear GamesMaster

I think Sega had handheld gaming sorted about four years ago with their Gamegear which was a mix of Game Boy Color and Neo Geo. I have a both a Gamegear and a Game Boy Color, and while my GB is easier to hold, the other console is far superior. I'm not sure why it failed. If they released it now it would be great. Why don't Sega try their hand at producing a next-gen handheld to rival GBA?

Matt Cox, Manchester

It would be great if Sega got involved with handhelds again but they're having enough problems with the DC to start bringing out new hardware. Also the Neo Geo didn't last too long against the mighty GB, so it might not be worth the risk.

BOXED IN

Dear GamesMaster

To me the X-Box sounds pretty pointless. From what I have heard it will run PC games but, the thing is, this can already be done, surprise, surprise... on a PC! It sounds like the X-Box is just a bunch of PC components in a... box. This worries me because PCs need to be constantly upgraded to run games. So the X-Box will be out-of-date in a few months as they probably won't be upgradable. I don't know if there will games specifically designed for X-Box and, if there are, will they also be able to run on a PC? PC games need a certain amount of information to be stored on the hard drive which will no doubt be a problem when space runs out!

Michael Strephenson, Elmtree

The X-Box exists to go head-to-head with the PS2 so Microsoft won't risk constant upgrades as it gets us gamers in a strop. Have some faith in Bill Gates' boys. They may not be fun, but they're not stupid.

INNOVATIONS

Dear GamesMaster

You would think, with all the new talent coming into the industry, there would be some innovative ideas around. It seems that the majority of adventure games still involve the 'hero' attempting to 'save the world' from yet another 'supremely evil' antagonist! Every advance for consoles seems to be driven by a desire to match the graphics of PCs without the same level of attention being paid to plot or gameplay. All I want to see is a rise in the quality of games on our consoles.

Sean Hegarty, Moston

There are still some great games coming out at the moment but you get the feeling we need another classic – a MGS or Mario 64 to set new benchmarks for other developers to aim for. Something fresh on a next-gene console perhaps?

LINE 'EM UP, KNOCK 'EM DOWN

Dear GamesMaster

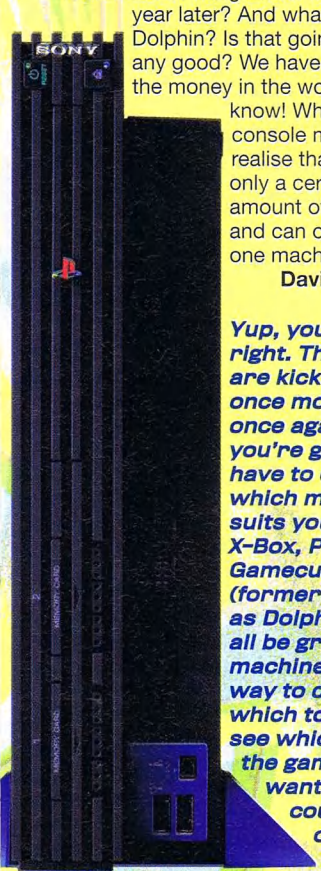
Currently the console world is excited by the prospect of online gaming. people expect to be able to play *Final Fantasy 11* and *Metal Gear Solid 2* on the net. Well this ain't gonna happen. Look at the standard of these games. Any experienced PC gamer knows that they will not run smoothly, if at all. the data which needs to be transferred between consoles is far too high for a 56k modem, let alone a 33k like the one inside DC.

My mate's got *Chu Chu Rocket* and I was amazed at the lag, and it's only a puzzle game. Now imagine *Sega Rally* to see what I mean.

I would advise that no-one get their hopes up about online gaming for quite a few years. Even if Sony, Sega and Nintendo do supply direct, broadband transmission, the cost will still be too great for your average gamer. I think that console manufactures should leave online gaming alone and concentrate on making excellent multi-player titles for one to four players! Leave net gaming to the PCs.

Tom Gardham, York

Tom, Tom, Tom. Lets keep a little cheery. All the next-gen



◀ Is the X-box going to be as fiddly and cumbersome as the PC? What do you think?

consoles are gearing themselves for online gaming. As far as console manufacturers are concerned it's the future. And why is broadband going to be expensive? As more and more get online the connection fees will get lower...

TRACKING BY RADAR

Dear GamesMaster
Something's been bothering me about the mag. No it's not the new look, which is the dog's bolognese, it's that web address on the cover. You know the www.dailyradar.co.uk. Is this a hint that our favourite games mag is gonna be lost in its physical form? And will we not be able to get our monthly dose of gaming madness from the local newsagent? Are we instead destined to plug ourselves into a phone line via a modem to get it? I'm all for the internet, but I'd hate to see GM on the web alone. I mean what would I read on the bus or bog? So please don't lose the GM we all know and love!

Tom Smith, Enfield

Don't worry Tom you'll still be able to read a warm copy of GamesMaster while you attempt to release a chocolate hostage. Daily Radar, for those who don't know is a website that is part of the Future Network – who make all your fave mags, GM included. If you want to keep up-to-date on what's happening in the crazy world of videogames check it out. But chin up Tom, we'll always be there too.

STAR LETTER

simplyGAMES
Every star letter wins the top five titles for the console of your choice from those excellent people at Simply Games. Contact them now at:
HTTP://WWW.SIMPLYGAMES.CO.UK

CART BOOT SALE!

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send 'er in with the coupon on page 67!

Games For Sale!

PlayStation games for sale! *Worms, WWF Warzone, Air Combat, Alien Trilogy, Fighting Force, FIFA '97* and *Croc* all for £10. *Olympic Soccer, Tomb Raider 2* and *International Track & Field* all for £13. Finally, for £25, *Final Fantasy 8*. All in good condition with manuals included. Call:
Matt on 01522 879 544

Saturn games including *Sega Rally, Wipeout, Loaded, Hi-Octane, Firestorm, NHL Hockey, NBA Action,* and *Tunnel B1*. Only £5 each. Contact:
Dave (after 6pm) on 019633 275 778

***Alien Trilogy* and *Lemmings 3D*,** plus manuals for £15 each. Both games on PlayStation. Write to:
Nader Salman, PO Box 1434, Bahrain, Manama

PlayStation games all with slightly damaged boxes. *Populous: The Beginning, Tomb Raider 3, Resident Evil 2, Actua Soccer 3*. All work perfectly, £5 – £10 each. Also N64 for sale with *Rainbow 6, Goldeneye, Super Smash Brothers, Mario Kart* and *Turok*, plus memory pak and SCART lead – £80 ono. Call:
Duncan on 02380 693 934

PS games and memory card for sale, *International Superstar Soccer Deluxe* £7, *Total Driving* £8.50, *Mechwarrior 2* (no manual) £6 and a 1 meg Wild Things memory card £4.50. £26 for the lot! Call:
Tom Waddington on 01904 700 992

Three PlayStation games for sale, *Crash Bandicoot 2, Oddworld Abe's Oddysee* and *Fighting Force*. Each game for £15 ono or all three for £40. Get in touch with:
Karl Gilbert on 01977 796 599

***Parasite Eve*,** US import for PlayStation. Two discs plus demos. All in excellent condition, £20. More PlayStation/Saturn/ N64 games also available! Get in contact with:
David Hingley on 01933 275 778

SNES, N64, PlayStation MegaDrive games for sale or will swap. PlatStation titles £10, MD £3 – £5, N64 £10 – £15 and SNES £5 each. Contact:
Catchpoles200@aol.com

Micro Machines V3 for sale. £10 ono. In good condition, boxed with manual. Contact:
Rhian Willment on 01656 667 772

Rage Racer for sale. £20 ono. In mint condition, first one to call gets the goodies!
Fred Young on 01224 467 772

PC games for sale, *Championship Manager 2, Football World Manager 2000, World Cup '98, F22 Lightning 2, Micro Machines V3, 3D Ultrapinball* and *Rally Championship*. Also, loads of cool demo discs. Ring me for the prices:
01946 831 018 (Thurs & Fri between 6pm and 8pm)

Games Wanted

I would like a copy of *Warzone 2010* for PlayStation. Will pay up to £15 for one in good condition. Contact:
joanna.howell@uk.dreamcast.com

I want any SNES games, will pay for any suitable titles. Also looking for a NES, will pay any reasonable price. Get in touch with:
Adam Taylor on 01530 838 366

Wanted, *WWF 2000* for N64 with manual. Contact:
Alan Davidson on 01524 832 150

I really want *Driver* and will swap it for *NHL2000* and *NBA Extreme* or *Die Hard* and a light gun. All in great condition. Please get in contact with:
James Wright on 01962 855 789

Games To Swap

Games to swap: Will swap *Sonic Adventure, Legacy of Kain: Soul Reaver* and *Tomb Radier 4* for *Power Stone, Crazi Taxi, Toy Commander* and *MDK4*. Also willing to sell for £15–20 each. Call:
Stephen on +353868 825 087

I will swap a Sega MegaDrive, one super pad, two normal pads, 11 games and a SNES with two pads and six games all for a Game Boy Color with ot without a game. Call
Aedan on 01504 263 458

I will swap *Crazy Taxi* for *Grand Theft Auto 2*. Get in contact with:
Daniel on 01443 401 620

I will swap a PlayStation with three new games (*Final Fantasy 9, Vagrant Story* and *Chase The Express*), plus four controllers, two memory cards and a steering wheel. What I'm looking for is an N64 with six games (specifically: *Pokémon Stadium, Perfect Dark, Operation Winback, WWF Wrestlemania 2000, Mario Party 2* and *ISS*). Transfer pak, controllers and memory cards also required. Write to:
Abdul Mageed Abdullah, PO Box 106098, 11666, Riaydh, K.S.A.

I will swap a MegaDrive and CD game player and a Mega 32x game player plus 43 games and controllers for a Nintendo 64 with a copy of *Pokémon Stadium*, two controllers and *Goldeneye*. Call:
sammyd47@hotmail.com

Consoles For Sale

Game Boy Pocket, five games including *Pokémon Blue* plus a strategy guide and a slip case. All for £60. Call:
Josh Souber on 02087 150 490

PlayStation for sale, plus 4Mb memory card, six games, two joypads, X-plorer V2 cheat kart and two official strategy guides. All for the princely sum of £200. Must be able to collect. Contact:
robert.finlay@btinternet.com

N64 with three games, *Goldeneye, Mario Kart, Wrestlemania 2000*, two pads and memory pak all in boxes. £150 ono (must collect or be prepared to pay for P&P). Contact:
Evan Humphries on 01222 404 168

Super NES with *Mario All-Stars*, scope gun and six scope gun games. All boxed and in excellent condition. Will consider offers between £30 and £40. Also *Tomb Raider 2* with guide for PC on offer for £5. Call:
Lee Jackson on 01905 794 872

SNES for sale, three games, two controllers all in good condition. Just £30, what a good deal! Call sharpish before it goes:
Tom Bicknell on 01628 527 643

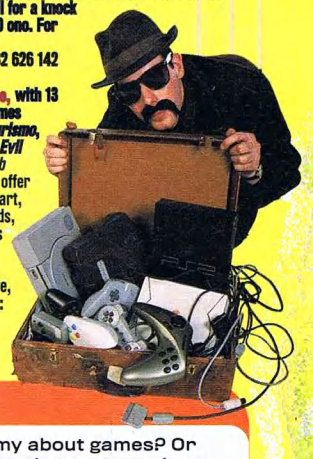
Sony PlayStation with one controller, memory card, G-con, Dual Force wheel and pedals. Also five games and carry case. £250 ono. Must collect. Contact:
Greg Saunders on 01902 895 673

N64 with four pads, memory pak, two rumble paks, seven games (including *Goldeneye* and *Wrestlemania 2000*) and two year Dixon's guarantee. £200 ono. Call:
Nas on 01415 701 109

Dreamcast for sale. Only four months old with four excellent games (*Tokyo Highway Challenge, Blue Stinger, Chef's Love Shack* and *Ready 2 Rumble*). The whole lot for just £200 ono. Call:
Mark Carr on 07946 245 466

Dreamcast deal. DC console, two pads, one VMU, one lightgun, a modem and nine brilliant games (including *Soul Calibur, Crazy Taxi, Sonic Adventure* and *Resident Evil Code: Veronica*) All for a knock down price of £200 ono. For more details call:
Alex Amos on 01782 626 142

PlayStation for sale, with 13 (yes 13!) great games (including *Gran Turismo, Alundra, Resident Evil Survivor* and *Tomb Radier 4*). Also on offer an Action Replay cart, two dual shock pads, two memory cards and a G-Con lightgun. All for £200. Don't hesitate, get in contact with:
Ben Hallard on 01617 611 163



Penpals

Want to chat with like-minded loons who are barmy about games? Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and use the coupon on page 69!

Female penpal wanted, 14-16. I am 16 and I love music, PlayStation, Dreamcast, horror films and Capcom. One hundred per cent reply to all. See ya!
Chris Gurr, 12 August, 26 Cool Hurst Road, Crouch End, London, N8 8EL

Female penpals wanted, 11-13. I'm 13. Preferably someone from Northern Island in County Down (Bangor if possible). It would be an advantage if you were funny and liked *The Simpsons*.
Michael Neill, 12 Rathmore Park, Bangor, County Down, BT19 IDQ

I am 12 and looking for a penpal. Must like *Buffy, Friends*, horror movies and PlayStation. One hundred per cent reply. Male or female, so get writing pals!
Danny Regg, 52 Beatty Road, Stanmore, London, Middlesex, HA7 4EV

Male or female penpal wanted! I'm 16, like PlayStation, Music, WWF, horror films and sport. One hundred per cent reply guaranteed. Get writing people!
Stables Cottage, Lilies, High Street, Weedon, Aylesbury, Bucks, HP22 4NS

Hello people! I'd like to have a penpal, possibly aged between 13 and 14. Male or female, sense of humour and please include a photo. Reply guaranteed. Look forward to hearing from you.
Salvatore Coppola, coppola_salvatore @hotmail.com

Female penpal wanted, 15-19 who likes music and knows how to fun! Please send a photo. Reply guaranteed.
Orrin, 6 Church Avenue, Croxton, Thetford, Norfolk, IP24 1LW

Hi people, my name's Jacko. I'm 10 and I'm looking for a penpal 8-12, either male or female. I love WWF, PlayStation, GamesMaster and I support Crystal Palace.
Jacko Adcock, 15A Portland Road, South Norwood, London, SE25 4UF

Hey people! I'm after a female, fun-loving, skateboarding loony who's into gaming, Hip-hop, Metal and *The Simpsons*. Please enclose a photo if possible. One hundred per cent reply. C'ya!
Michael Metcalf, 5 Johnsons Close, Westminster Park, Chester, Cheshire, CH4 7RB

Male penpal wanted, aged between 15-18. Must like PlayStation and love horror movies. Also must like R 'n' B and Hip-hop. I will to everyone. Please send a photo.
Carrie-Ann Priestley, 8 Bedford Street, Lydgate, Todmorden, OL14 8HG

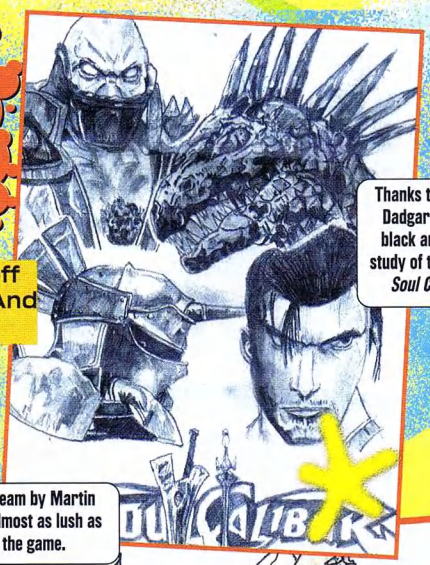
Female penpal wanted, aged 12-13. I'm 12. Must like WWF, *South Park*, PlayStation and *Friends*. A photo would be appreciated.
David Lewis, 5 Shellcroft, Warsash, Southampton, SO31 9BL

Hi, I'm Greg and I'd like an e-mail pal. Must be 10-14, I'm 12. Must like *Simpsons, Pokémon*, sports and PC. So get typing now. NOW!
greg,harradine@btinternet.com

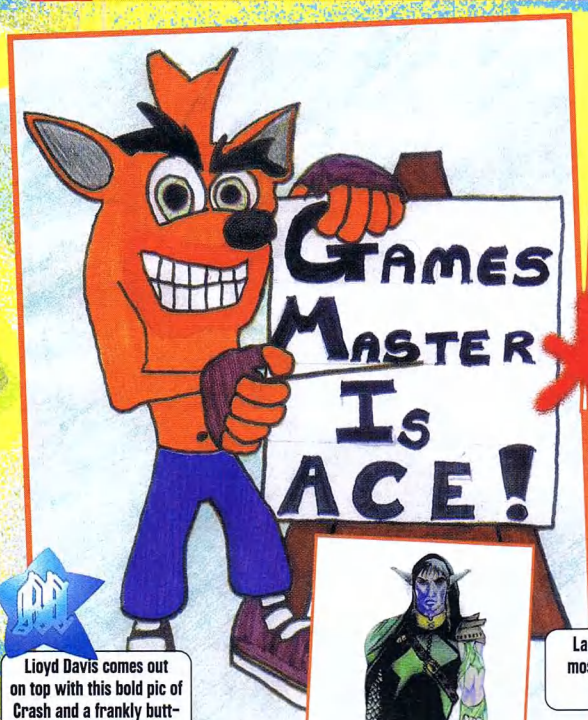
Female penpal wanted, 16-18. Must enjoy Dreamcast, football, music and TV. Why not send your mobile number and we could exchange text messages. A photo would be nice so I'd know who I'm writing to.
Dan Harrison, 1 Trunk Road, Cove, Farborough, GU14 9SW

GM ART HOUSE

Are you a whizz with the old felt tips? Why not send us a pic and show it off to the nation? And our fave each month wins a game of their choice too! And don't forget in include that famous GM entry coupon on page 69 too!

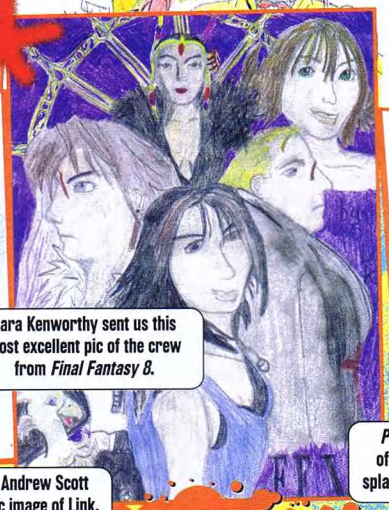


Thanks to Sadegh Dadgar for this black and white study of the cast of *Soul Calibur*.



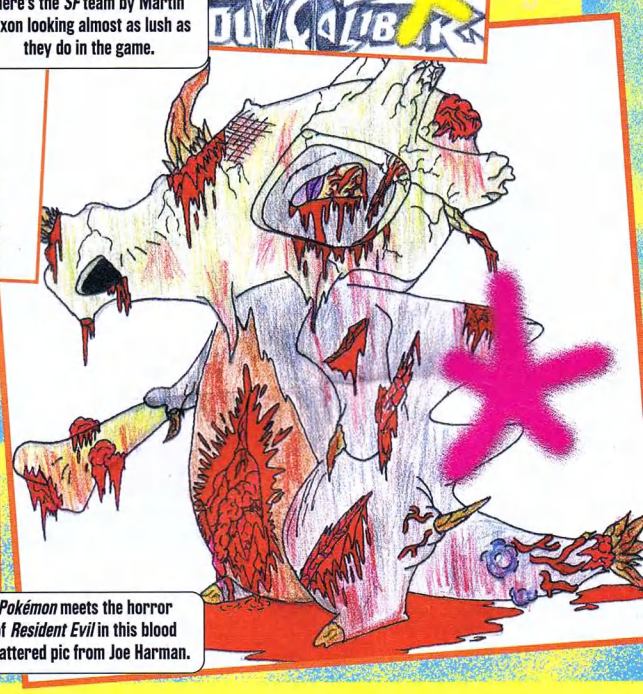
Lloyd Davis comes out on top with this bold pic of Crash and a frankly butt-kissing message that had absolutely no effect on the judges whatsoever...

Here's the *SF* team by Martin Dixon looking almost as lush as they do in the game.



Lara Kenworthy sent us this most excellent pic of the crew from *Final Fantasy 8*.

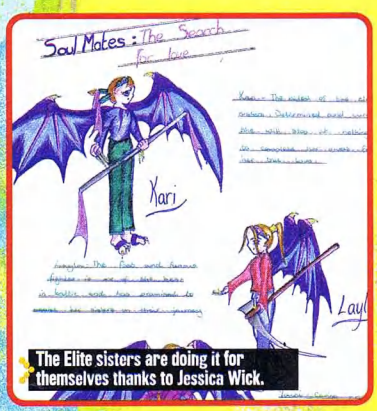
Good 'elf to you Andrew Scott and your fantastic image of Link.



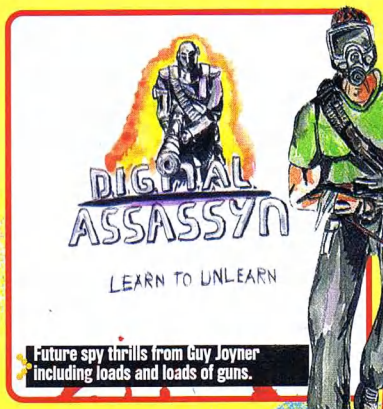
Pokémon meets the horror of *Resident Evil* in this blood splattered pic from Joe Harman.

GAME DESIGNERS' WORKSHOP

Have you got a great idea for a game? Each month dish out a free game to the best effort. Think you can do better? Send in your design now!



The Elite sisters are doing it for themselves thanks to Jessica Wick.



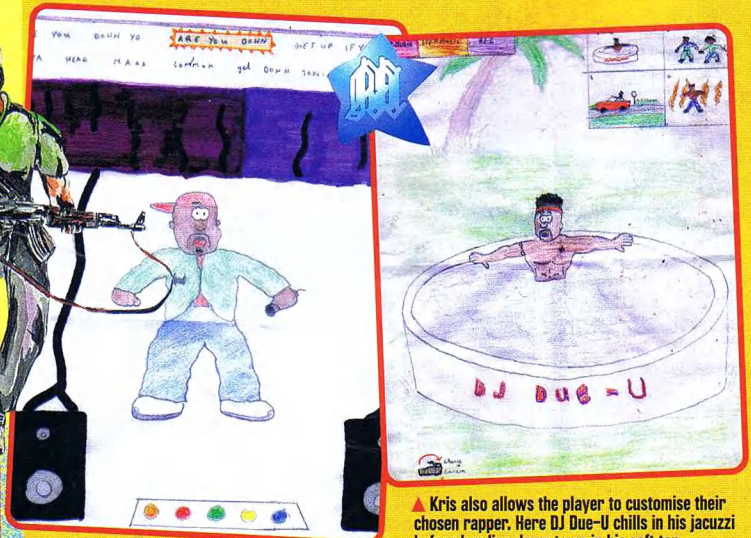
Future spy thrills from Guy Joyner including loads and loads of guns.

How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on p69.

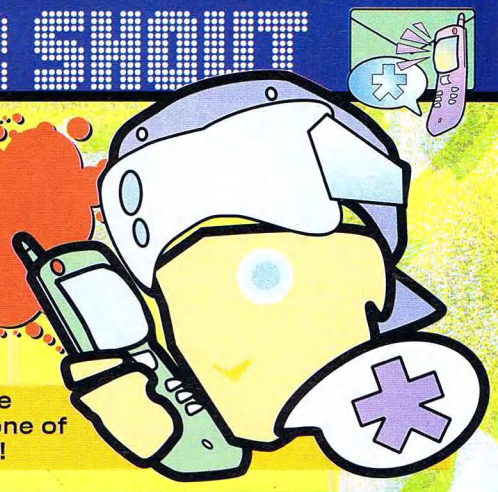
THIS MONTH'S WINNING GAME!

And the prize goes to... Kris White of Gainsborough for his take on the *PaRappa* formula where you get to rap and dance along with music that you yourself have created! Top stuff Kris.



▲ Kris also allows the player to customise their chosen rapper. Here DJ Due-U chills in his jacuzzi before heading down town in his soft top.

OUT NOW!

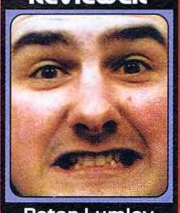


Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

Gabriel Knight 3

PRICE: £30 PUBLISHER: SIERRA

REVIEWER



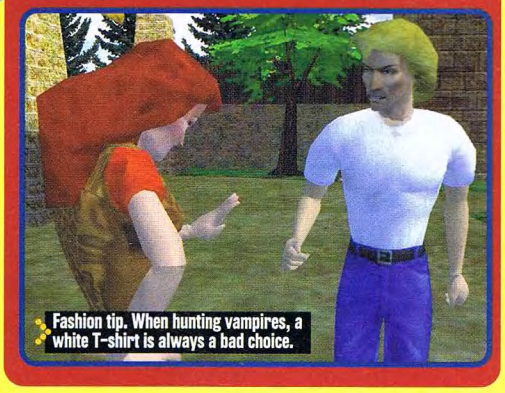
Peter Lumley

Undoubtedly the best adventure game since *Grim Fandango* has to be *Gabriel Knight 3*. Although many people probably haven't even heard of this game, I feel I have to tell you all how great it is.

The plot basically involves yourself playing the parts of Gabriel Knight, and his assistant Grace, in pursuit of a kidnapped child from a remote French village. Sounds boring? Absolutely not! As the game progresses you find a story involving a search for the holy grail and vampire assassins.

Unlike many point 'n' click adventures, this one's completely in 3D as you move around some glorious locations. Be warned though, this needs a monster PC to run smoothly. The environment also moves from night to day and the music has to be heard to be believed with a classical score that perfectly sets the tone for the storyline.

Any PC owner should buy this game. It's fantastic and the only one I haven't felt tempted to sell in a long time!



Fashion tip. When hunting vampires, a white T-shirt is always a bad choice.

Sonic The Hedgehog

PRICE: £10 PUBLISHER: SEGA

REVIEWER

James Hopkins

Although I now own *Sonic Adventure* on Dreamcast, I have recently set up my good old MegaDrive to experience, once again, the delights of the original *Sonic* game. For it's time, *Sonic* was a graphical achievement and is still recognised as a landmark in videogaming history. This was the first game I ever played on my uncle's MD, and I absolutely loved it. the graphics were colourful and a lot more detailed than any other platform game at the time.

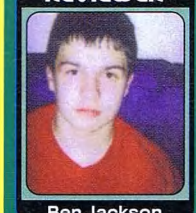
The plot involved two objectives: collect the six Chaos Emeralds and defeat Dr Robotnik, the evil scientist who has turned all the animals into robots. The six levels were greatly varied, ranging from the countryside of Green Hill, to the ancient tombs of the Marble Zone. This game had me jumping over spikes, onto springs and bumpers, diving into water and crashing through rocks. Fond gaming memories indeed!

▲ A massive chunk of colourful fun and aerial thrills thanks to Sega and the first outing of their high-speed bush pig.

Indiana Jones and the Infernal Machine

PRICE: £35 PUBLISHER: LUCASARTS

REVIEWER



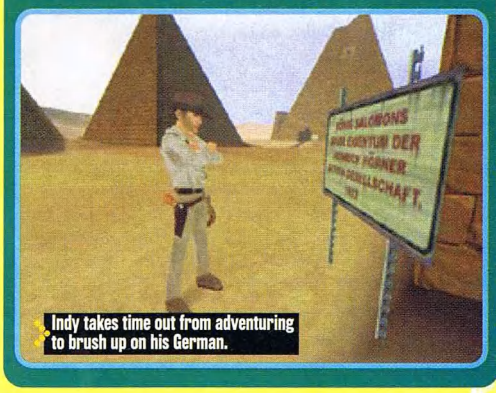
Ben Jackson

Dust off your hat and whip because Indy's back in a brand new adventure. *Indiana Jones and the Infernal Machine* is a *Tomb Raider*-style romp starring the great man himself.

The game is set during the Cold War and you have to search 17 locations to find all the parts of the Infernal Machine, a device that could spell victory for the Russians.

Indy's up against an assortment of enemies in his quest including Russian soldiers, ancient robots and of course snakes. Not to worry though as Indy manages to carry a large arsenal inside his leather jacket including a machine gun, a bazooka and his trusty pistol and whip.

The main difference between this and *TR* is that there's a greater emphasis on the puzzles which gives your brain a bit more of a challenge. Unfortunately, the game does have a lot of bugs which does spoil the fun. All-in-all, though, this really is too good to miss.



Indy takes time out from adventuring to brush up on his German.

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Want to get involved? To get your stuff in the pages of GM all you need do is mark you letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the whole bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now!

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This month's GM survey question is...

Who's you favourite TV presenter? Which radio DJ rocks your world? And what cartoon character or series makes you laugh till you gag?

PRESENTER _____

HEY MR DJ _____

CARTOON _____

Check back next month for the results!

Result!

In issue 97 we asked you for your favourite Pokémon, your favourite wrestler and who was best out of Ant or Dec?

POKEMON Pikachu, Mew and Charizard

WRESTLER: The Rock, Steve Austin, HHH

ANT OR DEC: Dec – by one vote!

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

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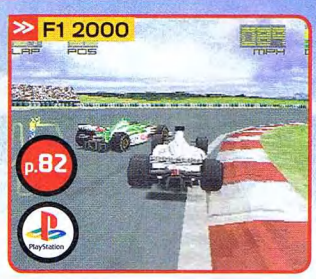
new game reviews

BRITAIN'S BEST REVIEW ZONE!...BRITAIN'S BEST REVIEW ZONE!...BRITAIN'S BEST REVIEW

REVIEWS EDITOR

Welcome to my domain! You're about to enter the most in-depth, no-stone-unturned reviewing area in the world! We endeavour to review EVERY new game EVERY month, along with reviews of games that are currently big in Japan and America, letting you know if they're worth waiting for and keeping you right up-to-date. Enjoy!

Oliver Hurley



GRAB THOSE PADS AND PREPARE FOR SOME SERIOUS BUMP 'N' GRIND!

TONY HAWK'S 2

THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful as well.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10% Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack
The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

A Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	88%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

A Are the game's makers hot or not? Want to know what games they've made before? It's all here!

V If the game scores over 90% GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

GAMING MASTERPIECE

The final verdict in one snappy soundbite with the only score that counts at its side.

V It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

REVIEWED THIS ISSUE...

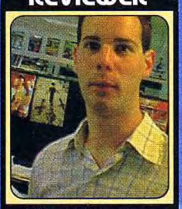
HANDHELD HEAVEN p.88 • F1 2K (GBC) • NBA In The Zone (GBC) • Wacky Races (GBC) • ESPN Int Track & Field (GBC) • X-Men (GBC) • Oddworld Adventures 2 (GBC) • Cool Bricks (GBC) • Alfred's Adventure (GBC) •

TONY HAWK'S PRO SKATER 2 (PS)	72	ISS 2000 (N64)	90
TUROK 3 (N64)	76	ECW ANARCHY RULZ (PS)	92
MARTIAN GOTHIC (PS)	78	MUPPET MONSTER ADVENTURE (PS)	93
MONSTER RANCHER (PS)	78	RC DE GO (PS)	93
DAVE MIRRA FREESTYLE BMX (PS)	79	SPACE CHANNEL 5 (DC)	94
RUSH 2049 (DC)	80	F1 WORLD GRAND PRIX (DC)	97
FORMULA ONE 2000 (PS)	82	MOTO RACER 2 (PS)	98
ARMORED CORE 2 (PS2)	84	SPEEDBALL 2100 (PS)	99
STAR TREK: ELITE FORCE (PC)	86	RESIDENT EVIL 3 (PC)	99
HEAVY METAL: F.A.K.K (PC)	87	WWF ROYAL RUMBLE (DC)	101
ODD WORLD ADVENTURES 2 (GBC)	89	ATV QUAD RACING (PS)	102
ALFRED'S ADVENTURE (GBC)	89	WHO WANTS TO BE A MILLIONAIRE (PC)	102

Reviews Round-up p103 • Rugby 2001 (PC) • Arcatera (PC) • Age of Empires 2: Expansion Pack (PC) • The Sims: Livin' It Up (PC) • Wacky Races (PC) • RC Revenge (PS) • Tomb Raider (PS) • FA Manager (PS) • Gex: Deep Cover Gecko (PS) • Warzone 2100 (PS) • Firestorm Thunderhawk 2 (PS) • Wingover 2 (PS) •

Flip a quick 360° and check Tone's latest!

REVIEWER

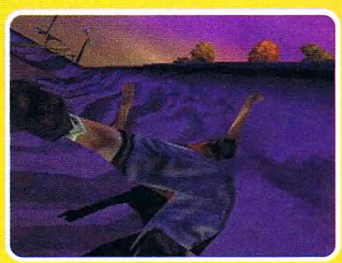


Oliver Hurley

OUT: NOW FORMAT: PLAYSTATION PRICE: £35 DEVELOPER: NEVERSOFT PUBLISHER: ACTIVISION SPEC… OTHER FO… …5 456 700

Bleeding Knees!

If you don't like the sight of your own ketchup, *Tony 2* may well be a little too much for you to handle. Whenever things go the shape of the pear, the red stuff is splattered everywhere!



▲ One of the multitude of ways this improves over the original is in the really NASTY looking knocks you can end up taking!

▲ Amazingly, even after being run over by a taxi, our boy Tone always bounces back for more.

▲ Happens to the best of us... you're just about to pull off the best trick of your career and an insane cabbie spoils it for you.

Tony **and his hawk** are back for more skatey action – and it's **grindingly good!**

Tony Hawk's Pro Skater 2

GAMING MASTERPIECE

Videogames never disappoint in managing to throw up some quite improbable scenarios. A bloke with an 80's called Solid Snake the star of the Best PlayStation Game Ever™? Nintendo's Mario series based around a short-arsed plumber with a dodgy 'tache? One of the most compelling games ever based around moves like the 540 Crossbone with locations such as Mullet Falls, Montana? Yep, they're all strange... but oh so true.

So – *Tony Hawk's*: a licence based around a bloke that no one had actually heard of beforehand charging around like some crazy-assed dude on a plank of wood on wheels. Funny thing is, *Pro Skater* was load of fun and offered addictive extreme sports madness that quickly turned people into adrenaline junkies who only lived for ridiculous high scores and the next outrageous trick.

Softography

These guys have also made...

Tony Hawk's Pro Skater	90%
Spider-Man	79%
MDK	78%
Apocalypse	68%

MORE GOODNESS

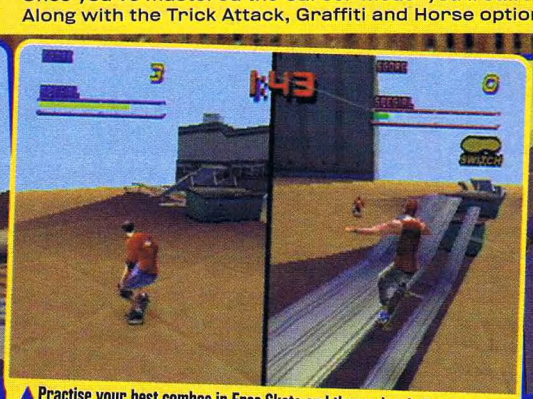
Whether you're already addicted to *Tony Hawk's* mark one or have yet to discover the joys of virtual skating, *Tony 2 won't* disappoint. There's no messing about with this: just the flippin' best skater around.

If you've played the original, it all looks reassuringly familiar and, with the control system mirroring that of its predecessor, you'll be pulling off unlikely-looking combos in no time at

Options Galore!

Once you've mastered the Career mode you'll still have the cool two-player games to go back to. Along with the Trick Attack, Graffiti and Horse options of the original, there's also a Tag mode!

▲ Even once you've got the hang of the Career mode, it'll take ages before you tire of the cool two-player games.



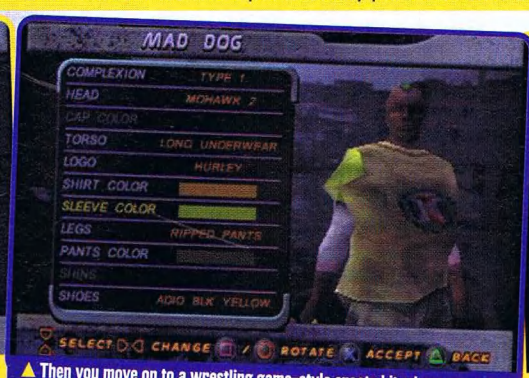
▲ Practise your best combos in Free Skate and then unleash them on your unsuspecting opponent to devastating effect!

▲ Burn baby burn! Once again there's a suitably punk rawk soundtrack but, sadly, no Dead Kennedys this time around!

Create-a-skate!

For the first time, you can create your own skater, altering everything from appearance to combos and abilities. We were particularly pleased with our choice of a 400lb five-year-old.

▲ The first step is to choose a name for your four-wheeled freak. Ours is called Mad Dog 'cos we just love rabid canines.

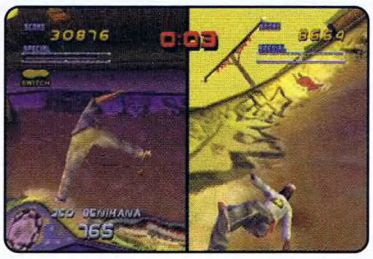


▲ Then you move on to a wrestling game-style create bit where you can make your blokey look as odd as you want.

▲ Pick a deck and you're away! Once you've earned some dosh from the Career mode you can upgrade your equipment.

The Best Bit

Finally managing to pull off that trick that you've been attempting for ages never fails to please.



Factpack

The stuff you need to know...

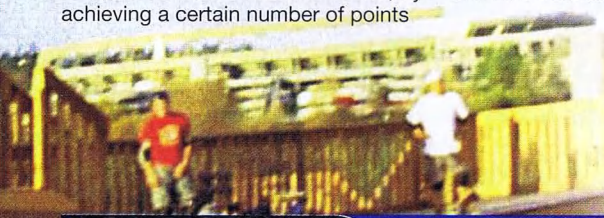
Levels	8
Skaters	13
Obstacles	100
Strangest Trick	Sacktap

▲ There's loads of scope for creativity – virtually any object can be used to do a trick off. The question is, can you link them all together for a massive bonus?!

all. But while enough elements of *Tony* one have been retained to allow veterans to instantly feel at home, those forward-thinking folk at Neversoft haven't rested on their laurels, oh no.

Once you've torn the cellophane off the packaging, fired up yer old PlayStation and sent your mum out the room to fetch you a large plate of crisps and other assorted savoury snacks, you'll be wanting to get stuck into the Career Mode, which works in much the same way as it did in the first game. You begin with a measly one course to skate around in and, by achieving a certain number of points and fulfiling certain criteria (a check list of goals appears before you start each level), you're rewarded with hard cash. Each successive level requires a certain amount of cash to unlock it – with a total of eight skate parks (ranging from Marseille to a Mexican bull ring) and some *very* tricky criteria to fulfil, this is something that will tax even the finest Hawk-meisters.

Yet another complexity that's new to this is that, rather than just being able to use your moolah to open up new circuits, you can also use it to purchase new tricks, improved stats and new boards. While this obviously means that in the short-term you've got further to go to making it to the next level, it gives you the *potential* for pulling off better moves, scoring more points and, ultimately, winning more money. Strategy in an extreme sports title? Who'd a thunk it?!

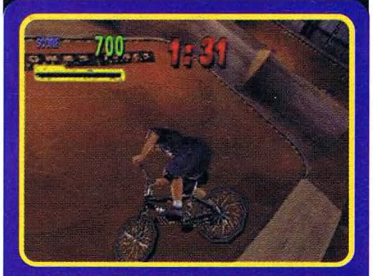


HARD MAN

For while it is significantly harder to unlock everything in the game, its longevity for the single player is greatly improved. This is a true sequel in the sense that anyone who has mastered the first game, far from

... by achieving a certain number of points and fulfiling certain stunt criteria, you're skater is rewarded with hard cash...

BMX it!



▲ Head into the Options menu and you'll uncover a demo level of *Mat Hoffman's Pro BMX*!

▲ It's basically *Tony Hawk's* on two wheels instead of four but it still looks good fun.

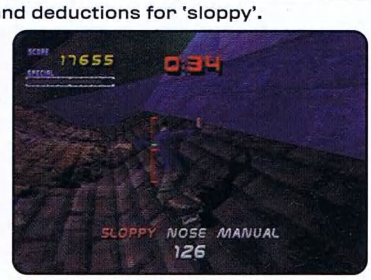
▲ There's a different range of tricks you can execute. Remember the Bunny Hop? No?

Over Lander!

How you land tricks affects your score, with bonus points for a 'perfect' and deductions for 'sloppy'.

▲ You can earn extra bonuses for landing a trick perfectly. Easier said than done, though.

▲ You need to pull off each move as smoothly as possible and land firmly on all four wheels!



▲ Erk, it's all gone a bit wrong here. A 'Sloppy' means you're lucky to have stayed on your board.

Rampin' It Up Yourself!

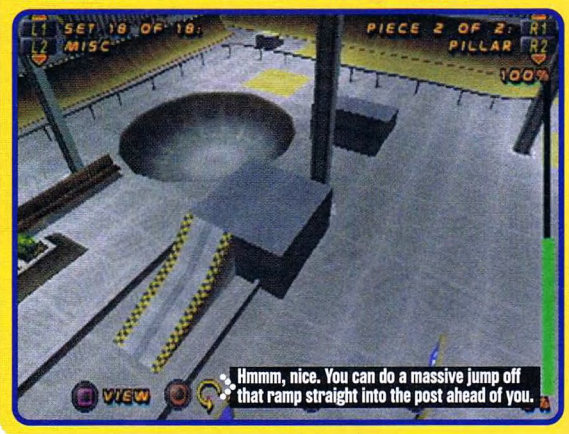
Fret no more disgruntled skate park designers, here's your chance to come up with the course of your dreams – or nightmares! The option to include pits with large spikes in them does seem to be an overly sadistic element on the part of the developers.

▲ You begin with a bare shell of a room – but you'll soon sort that out.

▲ You can stick on as many stupid and crazy obstacles as you like.

▼ Try it out and you can fiddle with anything you want to change.

▼ We really don't like the idea of being impaled on any of those spikes.



Hmmm, nice. You can do a massive jump off that ramp straight into the post ahead of you.

You can adjust pretty much everything, even the starting points for two-player games such as Horse.

Stunt School!

The best way to approach the more tricky aspects of the game is to master the basics first and then build on them.

The trick is to be able to combine loads of stunts one after the other in order to make one *really big one* that rocks!

To earn really huge scores, you can combine tricks by linking them with Grinds – side sliding the board across rails etc.

New to *Tony Hawk's 2*, you can also link tricks using Manuals, which see you flipping the board onto one set of wheels.

Secret Skate!

Each level has it's very own secret area to discover. Many of them can be opened up in some truly inventive ways...

Grind along the blades of that chopper and it'll launch itself skywards – taking a massive chunk of the wall with it!

... Which cunningly reveals an extra outside area. How cool is that! Isn't that what skateboarders say, eh?

Collecting tapes is one of the many tasks you have to complete in the Career mode, so keep an eye out for 'em as you skate.

▲ You'll quickly develop a special relationship with your plank that's stronger than any human one.

▲ It's no good getting a really big air if you don't land it. You might as well stick your hand into a vat of acid.

being able to waltz in and complete this in next to no time, will be faced with a whole load of new challenges.

While the handful of tasks for each level in the first game were fairly obvious – collecting tapes, collecting or breaking a number of objects – there are a lot more for each stage in *Tony 2* and they tend to be a *lot* more abstract, seeing you having to do very specific tricks on a particular obstacle – part of the task being to figure out where the obstacle is in the first place. Plenty to be getting on with.

How you land tricks is now as important as how impressive the trick is itself – so if you only just manage to land you'll be chastised for being 'sloppy' and docked points accordingly. Pull off the much sought-after 'perfect' though and you'll end up with a tasty points bonus!

So while the learning curve *is* steeper for shy first-timers, it *will* last you longer than *Tony 1*. It would have benefited from some sort of tutorial mode though – as it is, it's just a matter of putting in the time in the Free Skate mode so that, after grasping the basics, you gradually build up the necessary skills. Which does make sense in a way – it's just how you'd have to learn to skate in real life, just with a significantly lower risk of breaking limbs.

...the tasks for each level in the first game were fairly obvious, but now there are a load more which are a lot more abstract...

LEVELLED OUT

The levels themselves are just as imaginative as those from the first game and include some really neat secrets – grind along the rotor blades of the helicopter in the first stage, for instance, and it'll fly off revealing a secret outdoor area. There are plenty of extra features and, as the multitude of extra challenges demonstrate, a great deal more depth.

The two-player modes – Trick Attack, Graffiti and Horse – are just the same as the ones from the original, although there's now the addition of a self-explanatory Tag mode and a somewhat pointless split-

Makin' A Road Pizza!

Be-very-ware of the risk of being run over, whether it be by crazed cabbies or, erm, golf buggies!

▲ You wouldn't think people who drive golf buggies would be such sadists... or would you?

▲ Those yellow cabs have a habit of suddenly appearing from out of nowhere, rather unhelpfully.

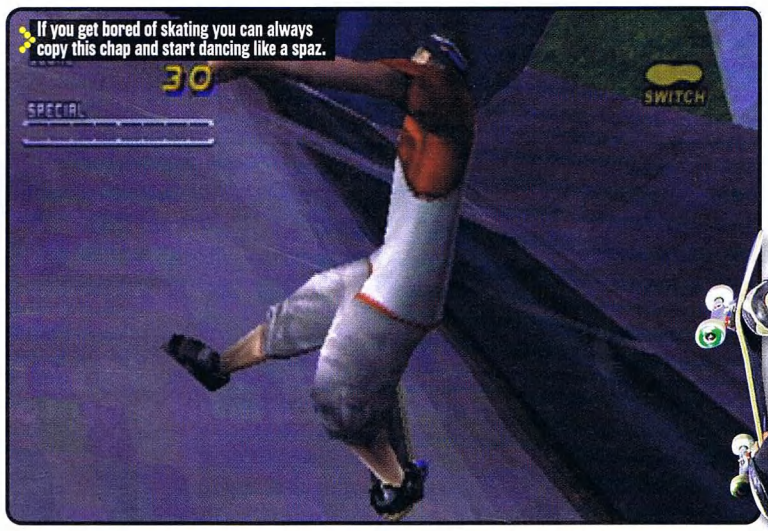
▲ Ouch, now this really IS going to hurt. Get knocked off the track and there's a massive drop!

Air Today!

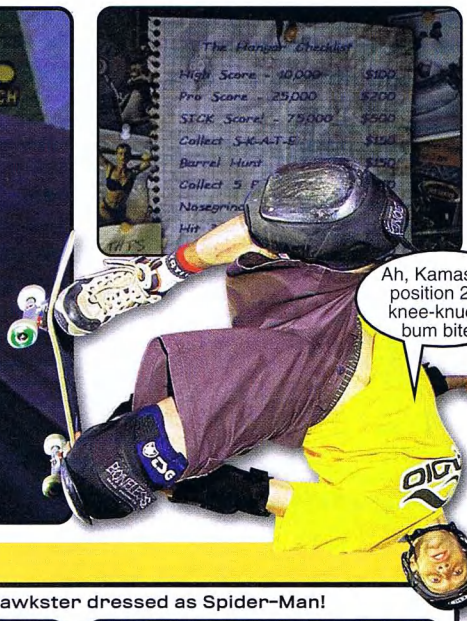
There are some massive drops that only the most hardcore should attempt – land wrong and you end up as a pitiful heap of blood-splattered limbs. They do give you loads of hang time though which means that you can perform some impressive tricks.

▲ It's vital that you land properly when doing tricks off big drops otherwise you'll crash 'n' burn in a rather unpleasant manner.

▲ You get bonuses for leaping over blind ledges – combine this with another trick as well for even more points!



If you get bored of skating you can always copy this chap and start dancing like a spaz.

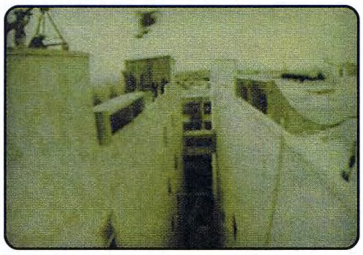


Spins A Web Any Size!

There are some really cool FMV clips to unlock – look out for the Hawkster dressed as Spider-Man!

▲ Seeing these clips makes you realise that some crazy fools really can do the tricks in the game!

▲ We reckon they'd be much better off filling that with water and turning it into a giant jacuzzi.



▲ Yes, that really is someone leaping between two tower blocks... on a skateboard.

screen Free Skate. Trick Attack is a straight head-to-head with the winner being the skater with the most points within a time limit. Graffiti is even more frantic with objects being tagged according to the person who did the best trick off them. Horse is a variation on this in which you take it in turns instead of competing simultaneously, with the loser being told in no uncertain terms, "You are a horse." The word 'horse' can, of course, be modified to read anything you like. Just be careful it's nothing too rude as your mum is liable to reappear with that tray of snacks at any moment.

SAME EYE PIECE

Looks-wise, there's no significant improvement though, and it's still prone to the occasional bout of glitching and pop-up – especially in the two-player split-screen games. Nothing you won't be able to handle though as you'll likely be so enraptured with the game itself.

Like all sequels should do – and, as a rule, don't – this takes its core from a classic predecessor, keeps all the best bits and then adds loads of cool extra stuff that wasn't there first time round. The end result being a compelling and, get this, *value for money* game that not only supersedes the original but complements it perfectly. Just don't expect it to be easy!

▲ The Tonester in all his glory. There are 13 characters to choose from in all.

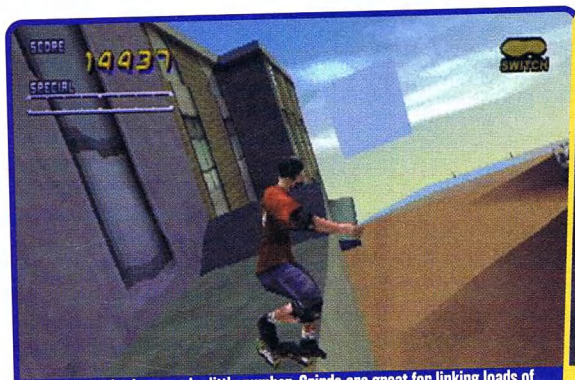
Danger Money!

One of the slightly easier ways to earn cash in the Career mode is by collecting (or knocking over) objects such as trash cans or, bizarrely, bronze wings. Each time you flatten one, your credits clock up allowing you to purchase new togs and better boards.

▲ Some of the items are located in rather obscure positions that take some work to get to!

Born Free!

The Free Skate mode is the place to figure out the gnarliest tricks and combos, search for secret areas and practise Manuals.



▲ Oooooh, that's a sneaky little number. Grinds are great for linking loads of tricks together – just don't lose your balance!

▲ Looks like he's got a nasty pane. Don't try stunts like this one at home readers. Patio doors are rather expensive to replace, or so we've heard.

Judgement

GRAPHICS Smooth and detailed with only the very occasional minor glitch to spoil things.

GAMEPLAY The controls are as intuitive as those of the original but with loads more tricks.

LIFESPAN Thought *Tony 1*'s Career mode was too easy? The same certainly can't be said of this.

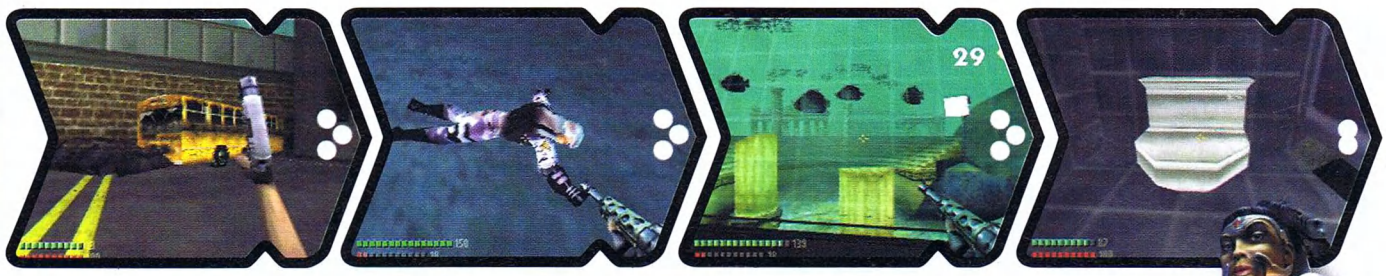
With a better Career mode, course and character editor plus new tricks, this is a big improvement on *Tony 1*.

Overall

91%

REVIEWER

Alan Maddrell



OUT: NOW | FORMAT: N64 | PRICE: £45 | DEVELOPER: ACCLAIM | PUBLISHER: ACCLAIM | SPECIAL FEATURES: EXPANSION PAK | OTHER FORMATS: NONE | CALL: 020 7344 5000 | PLAYERS: 1-4

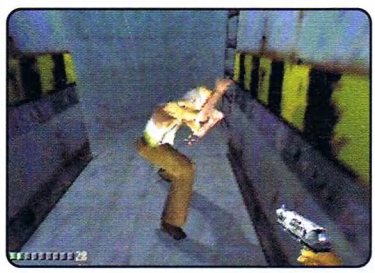
Factpack The stuff you need to know...

Single-player Characters	2
Multi-player Characters	17
Multi-player Modes	8
Multi-player Arenas	25

Third time around for our old pal Turok, and he's got a lot of catching up to do...

Turok 3

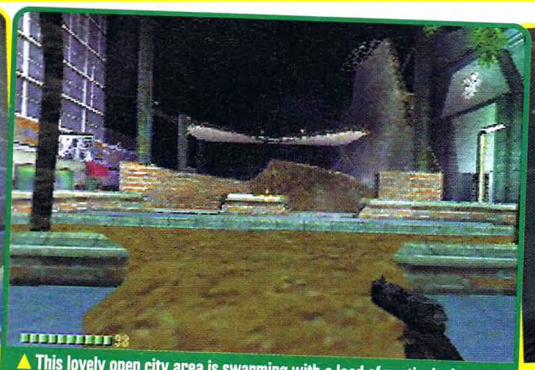
Shadow Of Oblivion



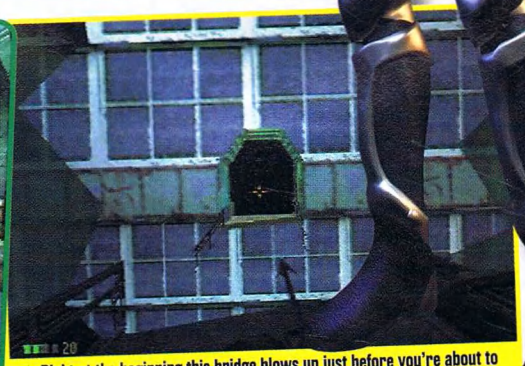
Urban Chaos!

A lot of *Turok 3*'s sprawling levels are set in a darkly futuristic urban setting. Good thing too, as jungles and dodgy castles were beginning to look a little weak.

▲ Oooh, spook! This fella's behind glass at the moment, but we're going to have to go in and administer some swift justice very soon indeed!



▲ This lovely open city area is swarming with a load of particularly unco-operative zombies. Coupla shots and they're down, though.



▲ Right at the beginning this bridge blows up just before you're about to walk across it. Shocking moments like this are few and far between...

Girly Friend!

▲ Don't mess with the rozzers, however tempting it might seem. They're incredibly hard and will have no qualms about shooting you down.

▲ They're no match for crazy zombie deviants, though. This fella reminds us of Slimer in the old Ghostbusters cartoon. Nice one, Acclaim!

With *Perfect Dark* swaggering around Main Street at high noon, a lone challenger had to crawl out of the woodwork to face off against Jo at some point. It's a dirty job, but if anyone can do it, Turok can.

Except in the intro cutscene we see Joshua hanging up his Tek bow for the final time as he bites the bullet. Bugger. In steps the young guns, Joseph and Danielle. You select one of these hotshot rookies at the beginning, and follow their story through to the final showdown with the big man himself. Joseph and Danielle have different approaches to combat – one's a sneakster with Nightvision, whereas the other's a high-jumping, showy scrapper armed to the teeth. The whole area of first-person shooters is gagging for this type of originality, but you have to get a few things down for certain first.

NASTY NASTIES

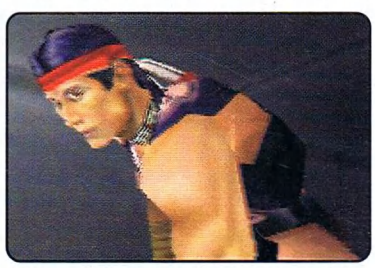
You've got to have good enemies for a start. *Turok 3* has a sparse dusting of weedy foes, and you'd be pretty lucky to see more than two of them on the screen at the same time. They mostly spit unavoidable laser death at you every so often, but they rarely get the chance to do so, as they're easily offed with one shot for the most part. The exception to that should be the big, bug-eyed bosses you come across every so often. Big, netherworldly horrors worthy of the previous *Turok* games. However, they're just as easy to see off.

BIG SPACES

Decent levels are also essential. Right from the off you're left in no doubt that you're immersed in a deeply scary urban nightmare. Crackling electric wires swing around (tut tut) inside bombed-out wrecks of buildings, and in the distance is the ever-present threat of the police. And they shoot on sight. Dreamcast or PC

▲ 'Tagged', eh? Looks like five seconds without touching the ground wouldn't help this fella.

▲ Whoop, whoop! It's the sound of the police! Shame you can't get in their *Bladerunner*-style cars. Ah well.



▲ Our man Josh prepares to face the trials ahead. He isn't as hard as Joseph, but packs a mean Vampire Gun.

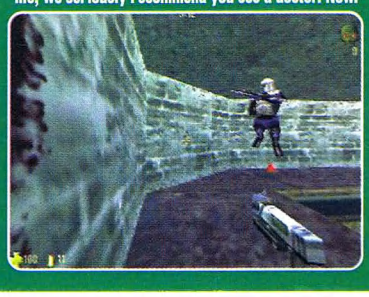
Rub This On My Bot!

Perfect Dark introduced mind-bogglingly intelligent bots to whup your righteous ass. See how *Turok 3*'s compare...

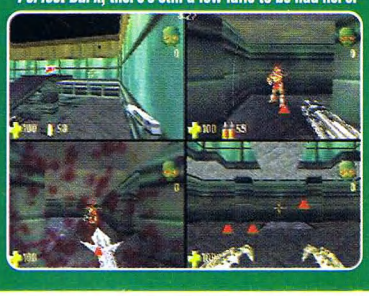
▲ Not so intelligent, eh? The red arrow functions like a radar – it points to the enemy if you can't see him.

▲ Dino danger time, as *Turok 3* wisely keeps the different abilities of the multi-player characters.

▼ Er, yes. If you ever see anyone doing this in real life, we seriously recommend you see a doctor. Now.



▼ Still, if you're unfortunate enough not to own *Perfect Dark*, there's still a few laffs to be had here.



The Best Bit

We like this particular type of nasty, but you only ever see one of them at a time.

Softography

These guys have also made...

Turok	88%
Turok 2	91%
Turok Rage Wars	80%
South Park	80%

owners might recognise a *lot* of *Half-Life* all over the place, right down to the titles given to the seamless levels. It's a good thing these settings are so special, since that's about all you'll ever see. Believe it or not, an enemy comes as a blessed relief after miles of endless trudging around looking for something to point your gun at.

No such worries in the multi-player, of course. Simple, packed *Quake*-style arenas and a typical array of different characters on offer. You can still suck your mates' brains out with the Cerebral Bore, or alternatively their blood with the new Vampire Gun. Mmm, tasty. That, plus a bit of swimming, makes the deathmatches pretty entertaining, but this is still no *Perfect Dark* beater.

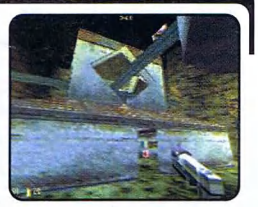
...Turok 3 has a sparse dusting of weedy foes, and you'd be lucky to see more than two of them on screen at the same time...

JO'S ON TOP

Being fair, *Turok 3* never really had a chance against Rare's stupendous shooter. It's a shame, since a year ago we'd be drooling into our breakfasts over this one. There are big, beautiful levels, some pretty scary baddies and the trademark hilarious guns. The only thing is, it's all been done a lot better somewhere else. No prizes for guessing where...

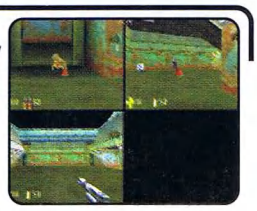
Best Mates!

Some of the multi-player levels are pretty damn interesting in their design. This one should be ace fun, yeah?



Monkey Tag has had a rubbish change of rules. These pads are where the monkeying around happens.

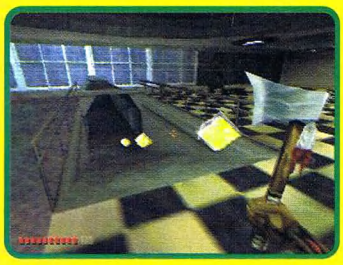
Gameplay remains pretty fluid when it's all kicking off, but it's a shame everything looks so very, very boring.



This foolish bot will soon learn better than to turn his back on us! Ha! Eat my shotgun, stupid police fool! Er, yes. Good, eh?

Another Level!

Let's have a gander at where the whole thing kicks off...



▲ Still early days, and we haven't got anything better than the faithful old chopper. Yet...

▲ Those crazy yellow diamonds are back! They kind of spoil the whole urban thing.

▲ Yum! *Turok*'s trademark gore hasn't been toned down for his third outing.

Judgement

GRAPHICS Some tasty locations, but the baddies pale into insignificance next to *Perfect Dark*'s.

GAMEPLAY Oh dear. Way too few enemies make each level feel horribly empty.

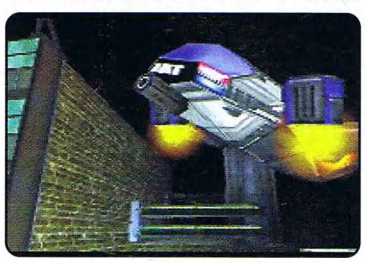
LIFESPAN It's a bit easy, to be honest and you won't be coming back to the single-player.

Turok is dead, in more ways than one. This is – sadly – pure, snivelling pants when set aside Her Royal Highness Joanna Dark.

Overall 80%

Rubbish!

There are some moments in *Turok 3* that should be causing major embarrassment over at Acclaim HQ...



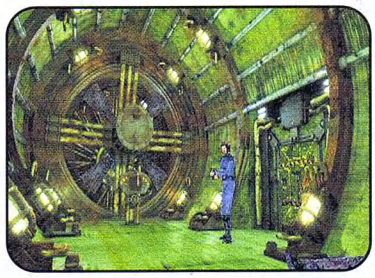
▲ The police are pretty damn unfair, and just make you angry. Nice mid-game cutscenes, though...

▲ This guy looks great, but it takes repeated circle-strafing and little else to see him off. Damn shame!

▲ Oh, come on. You'll try shooting this fool at least once, but we're sad to report it just won't work.

OUT: NOW FORMAT: PLAYSTATION PRICE: £10 DEVELOPER: CREATIVE REALITY PUBLISHER: TAKE 2

▲ A Chinese restaurant? On Mars?! Nice to see the terraformers got their priorities right.



▲ The rendered locations vary in quality, but some, like this ventilation shaft, are pretty tasty.

Martian Gothic: Unification

The **red planet** just got slightly redder thanks to **your innards!**

Survival Horror, as in the *Resi Evil* games, has a lot to answer for... nail-biting tension, enthralling adventure, and the liberal papping of keks.

Martian Gothic: Unification offers none of these pleasures. It's essentially a *Resi*-style game set on Mars, and revolves around a colony who the folks on Earth have lost contact with. Three specialists are sent up to find out what the dickens is going on, and you take it from there. It's an interesting idea, as you have three characters to use, and you have to switch between them as they work through the colony, each helping the others through by opening doors and using items.

MEMBERS

In the end though, it's just another mildly tiresome zombie-hunt, with a big old dose of key-hunting and item using thrown in, as well as some truly gimpish voice-acting. The consolation is that it's only a tenner, but don't let that fool you into thinking it's worth the splash.

Mars Muppets!

There's plenty to see and do while hanging around the colony, but the fact remains that you've seen it and done it all before in other games of this genre. It's like a trip down bad-memory lane with shamblers lurking at every turn.

▲ Aha, a dead colonist turned shambling zombie ming-pot. Ring any bells?

▲ It's the usual case of saving your ammo until you really have no other option but to shoot!

▲ No food and no TV make Homer something, something... Looks like the staff canteen's been hit by zombie graffiti artists.

Judgement

GRAPHICS Nice backgrounds, but the characters are awfully blocky and simplistic.

GAMEPLAY Borders on the tedious. It's all about key-hunting and door opening and little else.

LIFESPAN It's long enough but, chances are, you'll put it down before you finish it.

If you liked the *Resi* games, you may find some diversion here, but don't make the mistake of hoping that it's anywhere near as good.

Overall 60%

REVIEWER: Alex Bickham

OUT: NOW FORMAT: PLAYSTATION PRICE: £35 DEVELOPER: TECMO PUBLISHER: SONY

▲ Put your monster into training. Our Moochi here is doing some heavy mediation before a bout.

▲ Another training routine. You don't control your creature in these sections, hence the skip option.

Monster Rancher

Yet **more monsters** breeding and battling! Prof Oak **"unconcerned".**

Get *Animal Hospital* on the phone! There's another breed of monsters being trapped, trained and made to battle for their young lives in this distinctly *Pokémon*-like PlayStation game.

Although it's unlikely to have Prof Oak pounding his desk crying "My empire is crumbling!", this is a surprisingly involving game. You choose your starting monster from, yes, a choice of three and take him back to the ranch where you feed and train it up on a weekly basis.

BRING IT ON

After a few months, it's time to get stuck into your first battle. You can sit back and let your charge fight on his own wits or step in to choose specific attacks.

Things don't look as good as *Pokémon Stadium* with some weedy monsters, less than spectacular scraps and some poor visual effects. And, as attached as we are to our Aqua Moochi, he's no Pikachu. But this is easy to get into with the emphasis on training routines and fighting rather than exploring and capturing creatures, and it's all tied into a charming Japanese front end which is easy to use. Also, your monsters can get jiggy with it and cross breed!

Judgement

GRAPHICS Very old fashioned in a cutesy way. Monsters aren't at Pokémon standards.

GAMEPLAY More Digi than Pokémon with lots of training and battling and no RPG exploration.

LIFESPAN Get attached to your monsters and you could be down on the ranch for a while

Very old-looking monster manipulation with a charm of its own. Get involved and PS Poké fans will find plenty to like here.

Overall 74%

▲ Select your monster's monthly feed from a range of fish, meat and jelly and a crow drops it into his gob!

REVIEWER: Robin Alway

REVIEWER

Rich Pelley

OUT: NOW | **FORMAT:** PLAYSTATION | **PRICE:** £40 | **DEVELOPER:** Z-AXIS | **PUBLISHER:** ACCLAIM | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 020 7344 5000 | **PLAYERS:** 1-2

Trade Secrets!

For most of us, being able to do a bunny hop is pretty impressive. But for Mr Mirra and co, the sky is, indeed, the limit.

Tricks are allocated to the various buttons. Get up some speed, launch yourself into the air and get pounding!

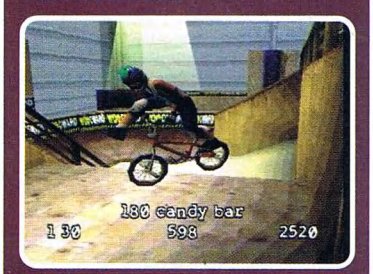
Once airborne, use the other Fire buttons to pull various tricks. Don't get too carried away, else you'll go arse over tit.

Reposition your bike – forwards or backwards for even more style – and bring your wheels back to the ground.

Up In The Air!

The majority of fun to be had with *Dave Mirra* takes place above, otherwise safe, terra firma. Straight jumps are consigned to the Ⓧ button but, in conjunction with the other buttons, true creativity really begins.

▲ Is it a bird? Is it a plane? No, it's a low-flying man in a crash helmet.



▲ The 180° Candybar. Whoa mumma! How the hell do you land this thing?

Forget the thrills of Skateboarding. Here's a BMX game that's [cough] **wheelie, wheelie good!**

Dave Mirra

Mirra Freestyle BMX

Like flared trousers and skateboarding, BMXing is a trend that fails to ever really go away.

The specifications of the bikes and the names of the tricks may have changed since GamesMaster were kids but, even so, with no gears and a seat post high enough to send you into orbit, BMXing still rules.

STUNT-TASTIC

Riding as Mirra, or nine other top current pros, Freestyle BMX is very much *Thrasher: Skate and Destroy*, but with bigger wheels. Starting with basic tricks assigned to the symbol buttons, new moves can be created using the modifiers allowing you to mix and match your stunts. There are no set tracks to follow, giving you the freedom to explore at your leisure, and the 12 levels focus on Vert (ie, ramps), Dirt and Street riding. They also include various famous BMX ports of call, such as the San Jose Ramp Club and Camp Woodward's Lot 8.

SKY BIKE

Graphically, things are a real treat, but the major pulling-power of *Dave Mirra* is in gambling your finger dexterity for bigger and better tricks – the more you play, the more skills you acquire, the better it gets.

Share the screen with a like-minded pal and, to say that it's not fun from the word go, is like assuming your mum will find it perfectly reasonable when she discovers you trying to unbuckle your wheel by putting it in the chest freezer.

ACES

Four wheels and a plank of wood (in *Tony Hawk's* and *Thrasher: Skate and Destroy*) may have been fun, but two wheels and a crash helmet is even better. Get this in now!

▲ Dave who? Here's Mr Mirra, sans helmet and body armour, in all his full, smug glory.

▲ It's just like Gravity Games, but without the liggers pumping your ego to gargantuan proportions and making you feel like the 'big' man!

Softography

These guys have also made...

Dan O'Brien Decathalon	56%
Space Invaders	78%
Thrasher: Skate and Destroy	58%
Three Lions	72%

The Best Bit

Press pause mid-trick and, as you hang motionless in the air, the camera pans round 360° – just like in *The Matrix*!

Judgement

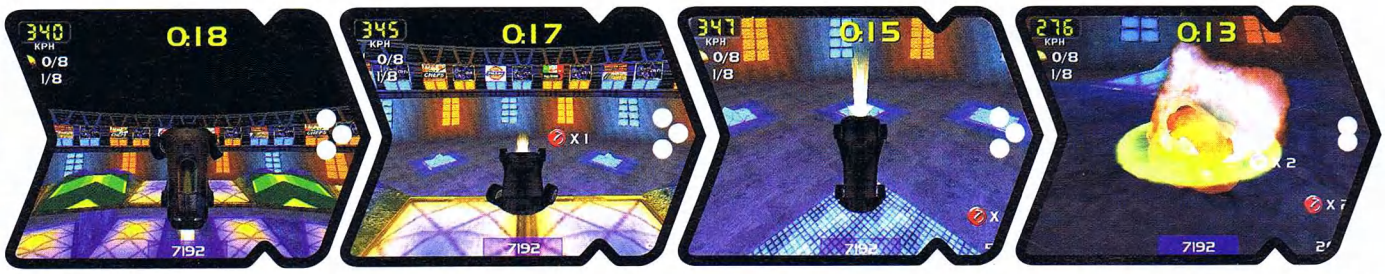
GRAPHICS Gritty and moody, but as perfectly suited as a tailor-made suit.

GAMEPLAY Tons of modes, all encouraging you to open up the all-important new areas.

LIFESPAN The more you play, the better you get, and the more fun it becomes.

Better than *Tony Hawk's* and *Thrasher*, this is the sort of game that will appeal to people who don't even *like* videogames.

Overall 88%



OUT: NOW | FORMAT: DREAMCAST | PRICE: £40 | DEVELOPER: ATARI | PUBLISHER: MIDWAY | SPECIAL FEATURES: VMU | OTHER FORMATS: PS, N64 | CALL: 020 938 4488 | PLAYERS: 1-4

Wreckin' Crew!

There's nothing like a good smashing sesh to release that pent up anger. Vent as much as you like by blowing away all and sundry.

Different pick-ups are strewn about the arenas, letting you equip your car with some devastating weaponry.

Booyakasha! You get the chance to blast the arse off your enemy, or your mate, whichever you prefer. Top level gunnage!

Arrows point to the location of your enemy if they're not directly visible. Keep 'em in your sights and gun 'em down!

Driving is a task that requires responsibility and awareness of other drivers – but not in this game!

San Francisco Rush 2048

Madness sang "I like driving in my car" and let's face it, who doesn't?

Bombing along in a mean machine at trouser-ripping speeds is enough to put a smile on anybody's face and *San Francisco Rush 2049* certainly scores big in that area.

FAST SHOW

Jumping in our rocket-powered ride, it's pretty obvious that *San Francisco Rush 2049* is a *Speed Devils* clone, but a tasty one all the same. The power of Dreamcast brings a new graphical quality to the proceedings, with some bright colours and changing landscapes; tall skyscrapers and busy streets giving way to green parks and lakeside forests. Atari have bunged in loads of shortcuts and alternate routes that take you underground, overground (Wombling free?) and through areas you never even knew existed. Finding these hidden paths often lets you jump ahead of the pack, even if you're in last place! All good things come to those that cheat, eh?!

FLOOR IT

Speed is definitely a good thing here and, fortunately, there's plenty to go around. All the cars do 200mph and still corner like they're on rails! Hit a ramp or tank it up a hill and you'll find yourself sharing space with the birds in some mental jumps that let you soar higher than the trees. Trying to make a happy landing is half the fun!

There's also a Battle mode as well as some new tracks and vehicles to unlock if you rank high enough. We had a right laugh playing *'San Francisco Rush,* though once you've seen everything there's not a lot to come back for.

▲ Some of the scenery is very picturesque. Watch out for road-side picnickers!

Softography

These guys have also made...

Pong	75%
Frogger 2	71%
Q-bert	64%
Centipede	66%

Fly Boy!

The cars in *San Francisco Rush 2049* are equipped with wings to make them glide gracefully after doing a huge jump.

▲ Spread those wings out to extend your jump. Keep it on a steady heading, or...

▲ ... this will happen. Bail out! BAIL OUT! Another unlucky driver plummets.

The Best Bit

Absolutely nothing beats the thrill of an enormous jump that sends you hurtling over the tree tops. Enjoy the view!

Judgement

GRAPHICS Bright 'n' bold visuals with plenty of colour and some cool trackside details.

GAMEPLAY Stunt-filled and flippin' fast. Bash your mates good in the Battle Mode!

LIFESPAN Here today, gone in a month, but a great big bundle of fun while it lasts.

A slick looking racer that'll keep you rolling. Overly brief in the interest stakes but, while it lasts, its one hell of a ride!

Overall 78%

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09069 107884
Instant Win!

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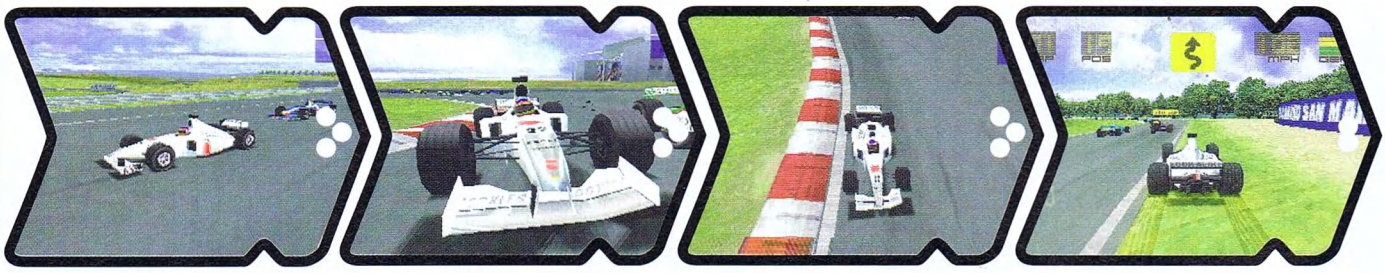
REVIEWER

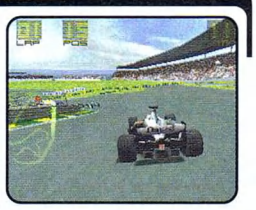
Pete Wilton



OUT: OCT | **FORMAT:** PLAYSTATION | **PRICE:** £35 | **DEVELOPER:** STUDIO 33 | **PUBLISHER:** SONY | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** PS2 | **CALL:** 0990 998 877 | **PLAYERS:** 1-2

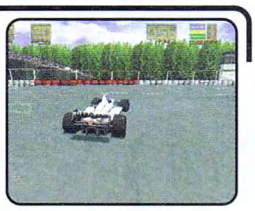
Bundle!

Interlagos looks greener than ever. The red arrow fades and it's up to you to time the first corner before the pack.



That famous ol' Monaco tunnel. Slick lighting effects and no glitching as it zips by. This feel more realistic than ever before.

Spa: You could fit a bus through a gap that large. At least one with traction control, and maximum downforce.



From the comfort of the replay, goggle at the view back down to Spa's most infamous corner. See ya flip side!

Custom Options!

▲ All the options are more tweakable so you can have no, partial or full failures.

▲ Pick the 'Real' weather setting and you could encounter different conditions for every day of the race weekend.

There's only one F1... Okay, there are three F1 games on the way, but this is **the only Sony one,** see?

Formula One 2000

The Best Bit

Adjust to the sensitive handling and smooth over-taking becomes 101% pure joy.

Monaco, Spa, Interlagos. We'd still recognise the names but would the thought of their horrid hairpins, evil chicanes and uphill curves really send the same shiver down our spines if we hadn't attacked them in four previous *Formula Ones*?

It's the recreation of these classic circuits that separates an F1 champ from an F1 chump and it's something that the original *Formula One* and the follow-ups '97 (not the uger-lee '98), '99 and now *2000* manage in style.

Get the look and feel of Monaco's tunnel/marina, Spa's bus stop and the opening left-hander at Interlagos right and 75% of F1 gamers will punch a fist in the air in celebration and buckle down to mastering the 17 tracks in Grand Prix mode.

SUPER SUCKS

All these peeps want to hear is that the scenery is more colourful, whips by more smoothly and that there's more realistic damage, weather and driver behaviour. Sorted.

Review over? Well no because there are still 25% of you who buy F1 games with some other goal in mind than caning it round a wet Nuburgring with Schuey up your exhaust. We'd guess that most of the rest are, perhaps, after a decent two-player race once in a while.

FRIENDLY

This is something you deserve but, due to technical beeswax, not something you've got in the last four *Formula Ones*. Two-player race on a

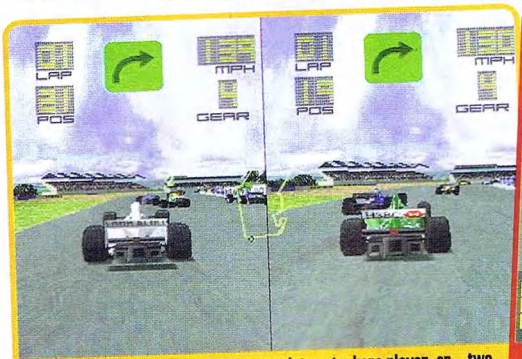
▲ The new front-end menus may look posh but they're clunky and slow to use.

▲ When you've got rain hammering down it's even harder to see from this view.

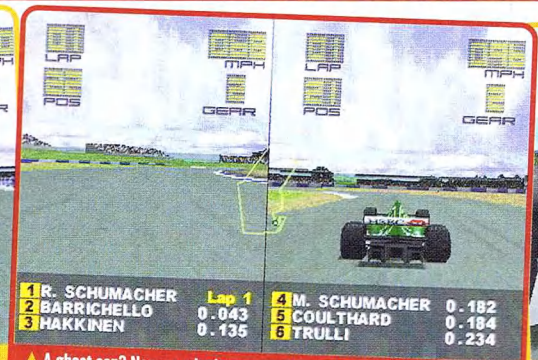
▲ The loading time quiz is BRILLIANT. This'll test the knowledge of even an F1 nut!

You Versus The World!

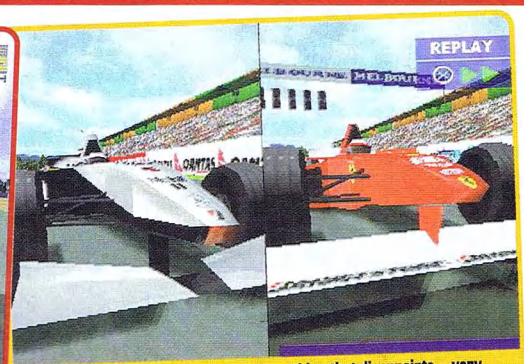
For the first time in any F1 game you can have a two-player race against a full pack of rivals! Even though you don't get all the options of a one-player game this is still a fantabulous achievement.



▲ A subtle but effective number two points out where player, er... two is on the track. Hunt him down!



▲ A ghost car? Nope, each player can choose their own view – anything but the animated cockpit.

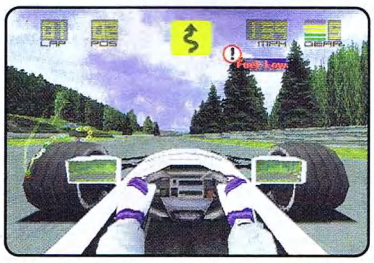


▲ As in the one-player the replay is one thing that disappoints – very jerky with the split-screen.

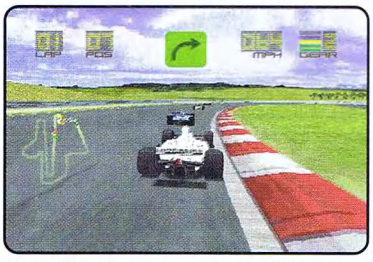
Factpack

The stuff you need to know...

Tracks	17
Teams	11
Commentators	2
Weather Settings	Loads



▲ Read the signs! Commentators Murray and Martin will also tell you when to pit.



▲ Sweeping round those corners in one slick movement is what F1 is all about.

▲ It used to be that all you could knacker was your tyres, now everything can be busted up by an almighty prang!

completely empty circuit anyone? Didn't think so...

Pop your corks then for version 2000 offers you and the mate the chance to race against a full grid of wily old timers and gung-ho youngsters. Here two-player racers as much as the one-player fraternity will boggle at the smarts of the other drivers who don't just block you at every turn (as in '99) but vary in tactics with less aggressive types giving way and first-seasoners making mistakes. There are disappointments with some slow-down in the chaos of the first corner and disabled set-up options. Frankly, however, as it's taken over five years just to get other drivers on the track this is to be expected and is a lot to do with the limitations of PS. If you want two-player deluxe then, regrettably, you'll probably have to invest in a PS2.

We said 'most of the rest' as there are still around 5% who aren't after a simulated grand prix with a fun two-player thrown in. At least that's what we suspect given Studio 33's re-vamp of the arcade mode – a sort of *Ridge Racer* Lite in which you race through checkpoints, unlock cars and tracks and aim to earn trophies. But if arcade action is what you want why are you buying an F1 game? It's a brave attempt to please all the people all of the time but you can't help thinking that a 'novice' mode in which you compete against, say, test drivers would have been worthwhile. Still, when the dust settles (and with one eye on Eutechnyx's *F1 2000*) this is likely to be the last great F1 game on PS.

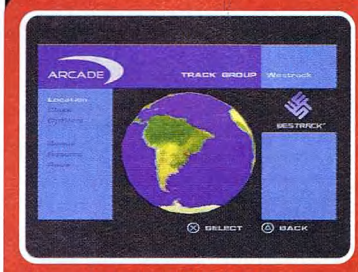
...the scenery is more colourful, whips by more smoothly and there's more realistic damage, weather and driver AI...

Softography

These guys have also made...

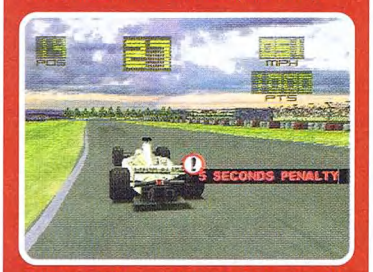
Formula One '99	90%
Destruction Derby Raw	88%
Newman Hass Racing	82%

Arcade-style!



▲ In an unholy union of *Ridge* and F1 tracks, cars must be unlocked in batches.

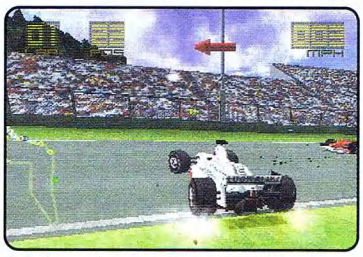
▲ That big '42 is how many seconds you've got left to make it to the next checkpoint. Hurry!



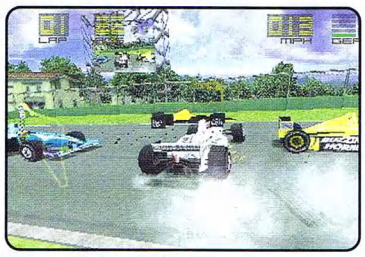
▲ Stray onto the grass for a short cut and you'll be docked five vital seconds. Harshness.

Collision Warning!

Having learnt new tricks from stablemate *Destruction Derby Raw* there's even more motorised carnage!



▲ Go for a spin and your tyres go to pieces. Look, there are the bits spread all over the ruddy track!



▲ Try to rejoin the track and shuntage like this can occur. Watch the sparks fly!

▲ Oh dear. Turn failures to 'full' and a much smaller shunt than this will signal the end of your race.

Judgement

GRAPHICS Disappointing replays, but this still looks great, if not a huge improvement on '99.

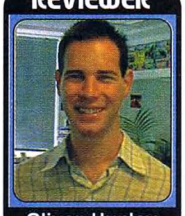
GAMEPLAY Like all F1 games this takes ages to master. Rewarding, but still no novice mode.

LIFESPAN Full championship with realtime races anyone? We'll have to wait for a PS2 title.

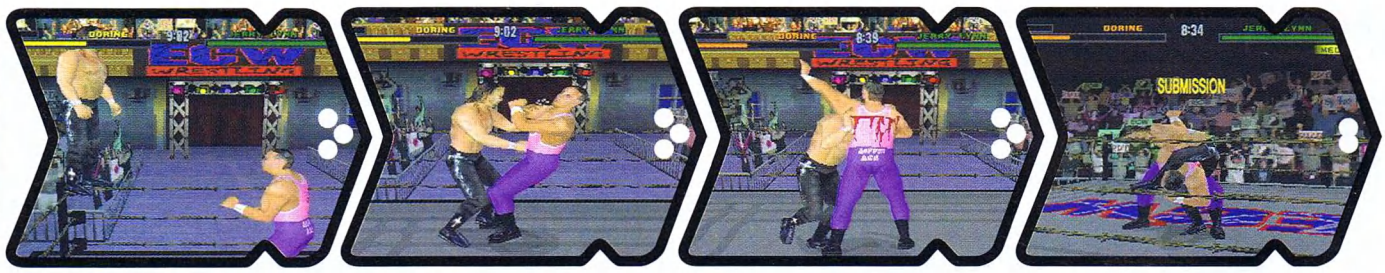
Apart from the full grid two-player this is more of a revamp than a giant step forward. Even so it pushes PS to the limit.

Overall 87%

REVIEWER



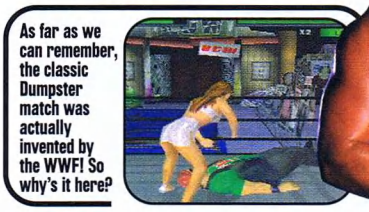
Oliver Hurley



OUT: NOW | FORMAT: PLAYSTATION | PRICE: £35 | DEVELOPER: ACCLAIM | PUBLISHER: ACCLAIM | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: NONE | CALL: 020 7344 5000 | PLAYERS: 1-4

Match Maker!

Anarchy Rulz includes a sprinkling of brand new types of matches – some of which have never actually taken place in ECW.



As far as we can remember, the classic Dumpster match was actually invented by the WWF! So why's it here?

The use of tables in wrestling was popularised by Sabu in ECW but everyone seems to do it now. Hardly original.

Ah yes, the ol' flying butt bump – New Jack demonstrates scientific wrestling at its best. Lou Thesz must be proud.

Outside Now!

The Backlot Brawl is exactly what you'd expect – a big old punch up in a gritty urban setting. Kind of like *Fighting Force* but without the guns. Unfortunately, there's no network of backstage areas like the ones in *Smackdown*.

▲ Once you've picked an area you've got to stick to it as there's nowhere else to go.

▲ There are loads of weapons around but they mysteriously disappear once used.

Those bad boys of the ring are back – except the whole thing's a bit familiar.

ECW Anarchy Rulz

When Acclaim lost the WWF license and instead picked up the far more obscure ECW brand, you would have thought they'd attempt to make up for the lack of name value by producing the best games.

Sadly, the first ECW outing – *Hardcore Revolution* – was simply *WWF Attitude* with different characters. *ECW Anarchy Rulz*, meanwhile, is an even more blatant rehash of *Hardcore Revolution*.

NO BRAINER

Anarchy Rulz is so cynical and unimaginative that if *Revolution* saw the former undisputed kings of wrestling videogames take one step closer to the gutter, then this sees them falling into it face-first.

Okay, there are *some* differences. The roster of characters has been updated – so there's no Sabu or Lance Storm this time around but you do get the likes of Kid Kash and 'The American Dream' Dusty Rhodes instead. The 'create' section has been tweaked so you can now come up with an entire stable of wrestle-fiends, with the create-a-freak mode offering a couple of extra options including a random generator and the choice to give your character diseased skin. Nice.

INACCURACY

There's also a slightly wider variety of matches available. These include a not-as-good-as-it-sounds Table match; a Brimstone match in which the ring is surrounded by what appears to be lava (no, me neither) and Rage in the Cage – matches take place in a UFC-style… cage! This, despite the fact that ECW has *never* presented such a match in its entire history. So no extra marks there for attention to detail.

A huge disappointment that, in comparison to *WWF Smackdown*, leaves *ECW* looking like the second-tier promotion it's so desperately trying not to be.

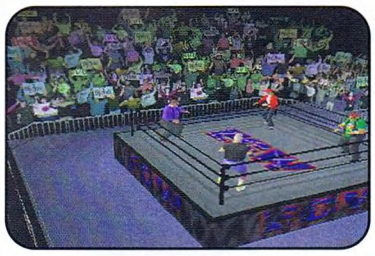
▲ Rage in the Cage allows you to fight in a UFC-style cage. ECW, incidentally, have never held a match in such an environment. Well done Acclaim.

▲ You'd have thought the people who made *WWF Attitude* would have come up with something new 'n' improved by now. But they haven't.

Softography

These guys have also made...

WWF Attitude	94%
ECW Hardcore Revolution	80%
WWF Warzone	85%



The Best Bit

Rarely have we seen such a fine collection of headwear as this. Big Sal, Kid Kash, Dusty Rhodes and – that's right – Amish Roadkill: we salute you!

Judgement

GRAPHICS Where once these would have been great, they now look dated and distinctly lo-fi.

GAMEPLAY Played *Attitude* or *Hardcore Revolution*? Then you'll know what you're getting.

LIFESPAN Fine if you've never played Acclaim's last two grapplers. Otherwise, forget it.

Not a terrible game in itself but shamelessly derivative and not a patch on the superlative gaming of WWF *Smackdown*. Try harder.

Overall 58%

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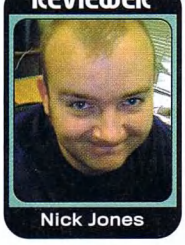
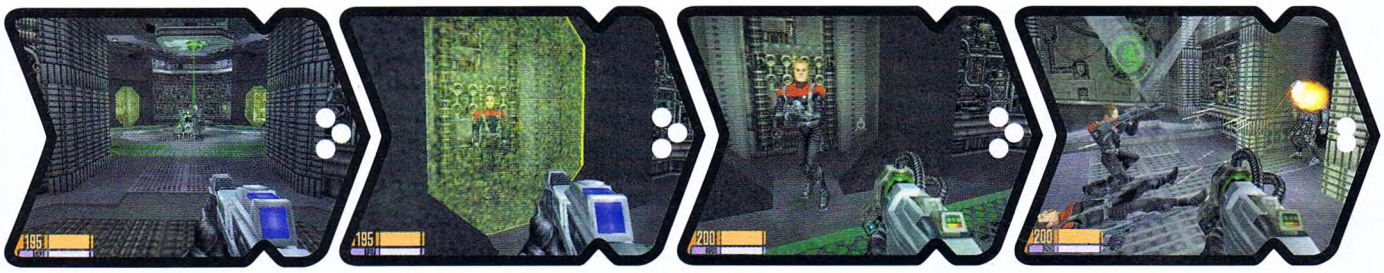
REVIEWER



Nick Jones



OUT: NOW | FORMAT: PC | PRICE: £35 | DEVELOPER: RAVEN | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NETWORKABLE | OTHER FORMATS: NONE | CALL: 01895 456 700 | PLAYERS: 1-16

We Are Borg!

If you've seen the TV show then you'll know that the Borg are a pretty fearsome foe, especially once they've adapted their shields!

Here they are piled up in their racks, sleeping like a gang of cuddly babies. Look harmless in this state don't they?

Uh-oh, someone at the back of your team made a comedy fart noise. Aggh! "Resistance is futile!" Here we go!

You're able to get a few shots off, but then they adapt their shields to the same frequency as your phasers. Run!

▲ Mullet and beard. Yep, must be Star Trek.

A **half decent** Star Trek game? Using the **Quake 3** engine?! Surely **that's illogical captain!**

Star Trek
Voyager: Elite Force

At last, a title that does the *Star Trek* license some justice. This is a game that takes you into the universe of warp drives, "set phasers to stun" and that gobbledegook that passes for *Star Trek* science – and we tell you what – it's great.

You play a character called Munroe, a member of Voyager's Elite Force, a team that specialises in dangerous away missions. Don't worry though, you get to meet all of your favourite *Voyager* characters in this epic first-person shooter.

SCRAP CHALLENGE

The game starts with Voyager in a typically sticky situation. The ship is caught in some kind of force field coming from an alien vessel. All around them are the remnants of a thousand spaceships, each one having been plundered by the Scavengers – a group made up from humans and Klingons also trapped in this graveyard. It's only a matter of time before they attack Voyager so you have to get out of there.

JANEWAY AWAY

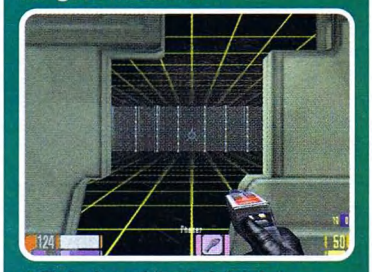
What the game breaks down to is a series of away missions where you have to achieve various goals. Typically for a *Star Trek* mission things don't always go to plan – missions and objectives keep changing. There's a lot of shooting in *Elite Force* but also a lot of puzzle solving and 'scene setting'. It plays just as if you were in an episode of the TV series. All of the main Voyager characters come into the game at some point – some just hanging around the ship while others such as Tuvok and Seven will accompany you and your team on away missions.

All-in-all this is what you trekkies have been waiting for all these years. A fast, action-packed Star Trek game that makes you feel like you're actually part of the star ship's crew. *Elite Force* boldly goes where no Trek game has gone before. Warp factor 9, captain!

Softography
These guys have also made...
Soldier Of Fortune 85%

Holomatch!

Because Elite Force uses the *Quake 3* engine, you get this fantastic deathmatch thrown in for good measure.



▲ The level materialises in the holodeck so you can have any setting you want.

▲ Tried and trusted *Quake* deathmatch but with added Star Trek. Cool.

▲ Mullet and beard. Yep, must be Star Trek.

REVIEWER

Alex Bickham

OUT: NOW

FORMAT: PC
PRICE: £35
DEVELOPER: RITUAL
PUBLISHER: TAKE 2
SPECIAL FEATURES: NONE
OTHER FORMATS: DC
CALL: 01753 854 444
PLAYERS: 1

If **Michaelangelo** were alive **and into games** design, this might be **the result** of his work.

Heavy Metal F.A.K.K. 2

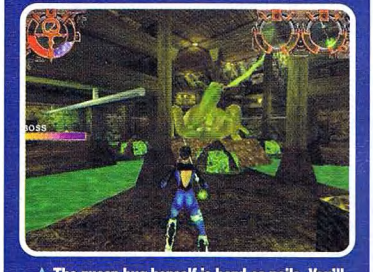
Right, we all know what *Tomb Raider*'s all about. Now imagine it with a smart control system and a bag full of boom-sticks.

Oh The Horror!

What was once a jolly, life-sustaining planet is now a desolate hell-hole. You see it's being rained on by meteors that are mutating the local fauna into blood-crazed people-eaters. Julie may be a fresh-faced beauty, but that doesn't stop her from being dead handy with the old sword and shield...

▲ These cute marsupials are normally friendly things, but after meteor-contact, they're ravenous little buggers.

▲ There's nothing more annoying than a waspish giant insect biting yer bum when you're trying to do some work. Gerroff!



▲ The queen bug herself is hard as nails. You'll find bosses like this throughout the game, and they all require some thought to defeat.

▲ F.A.K.K.2? Federation Assigned Ketogenic Killzone, of course. Want to know what Ketogenic means? Then you'll just have to play the game.

Eye Peeler

Add some graphics that will literally make you pull your eyelids off, because you won't want to stop looking at the screen. That just about sums up *F.A.K.K.2*.

You see, this is one of those games that just grabs you by the chumblies, and screams "PLAY ME!!!" at the top of its voice.

As Julie, intergalactic heroine turned quiet colonist, it's your job to defend the life you've built for you and your people from a creeping intergalactic menace. Nothing out of the ordinary then... but what's this? *F.A.K.K.2* has been created using the *Quake 3* software engine, making it super-saucy in the looks department. In fact, that's a bit of an understatement – it's absolutely flipping gorgeous, and chock full of sumptuous scenery and lush levels.

Gun Fun

The weapons on offer are pretty meaty too, and quite unusual to boot. Julie's basic tool-of-doom is the sword, and as the game progresses, she'll gain access to some of the mightiest blades ever seen in a game. (The chain-sword is particularly tasty, especially when you stick a shield in your other hand.)

In fact, the game's only real fault is that it's all a bit old hat. There's a fair bit of platforming and shooting, and, while that's fun, a game that's this well-detailed deserves a bit more depth in the gameplay department. Don't let that put you off though – *F.A.K.K.2*'s still a big fruity beauty of a game.

Softography

These guys have also made...

Sin 75%

Lil' Beauty!

With the kind of scenery that'll make you jump for joy, you can tell that a whole lot of love has gone into the construction of this game.

When you stop in town, why not pop in for a cuppa with the vicar? He's an extremely friendly, if slightly manic, chap.

The Town Square seems pretty empty. Hang around a bit though, and it'll be packed with nasties queuing up for a dose.

Much of the town is residential, but this is no Bovis-home estate. The architecture is gorgeous to look at.

The Best Bit

There are some tremendously pretty – and powerful – weapons in the game. The rocket launcher ain't exactly original, but it's certainly good for demolishing clouds of pesky bugs.

Judgement

GRAPHICS Among the best graphics we've seen in a game. Nothing short of gorgeous.

GAMEPLAY A bit old-hat in places, but there are stacks of people to talk to and interact with.

LIFESPAN Do yourself a favour and play it on 'hard' – it's shorter than you think.

You'll need a decent PC to run it, but, hey, what do you expect from something this attractive?

Overall

85%

HANDHELD HEAVEN

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DEVELOPER: TARANTULA PUBLISHER: TAKE 2 PLAYERS: 1-2

Formula One 2000

Ooh dear God no. This makes Atari's original *Pole Position* look positively cutting-edge. The graphics are old-fashioned, the steering's jerky and the handling's so unrealistic you can take chicanes at 200mph without even brushing the kerb or bruising your tyres.

It might have all this year's cars and teams, but they all look identical out on the track – brownish, and twitchily animated. And why, oh why, on the driver select screen, is Rubens Barrichello wearing spectacles? The only redeeming feature is a built-in guide to the rules and history of Formula One. *World GP 2* is superior in every respect, so that's the F1 game to go for.

Fun only in the sense that it isn't. Get *WGP2* instead.

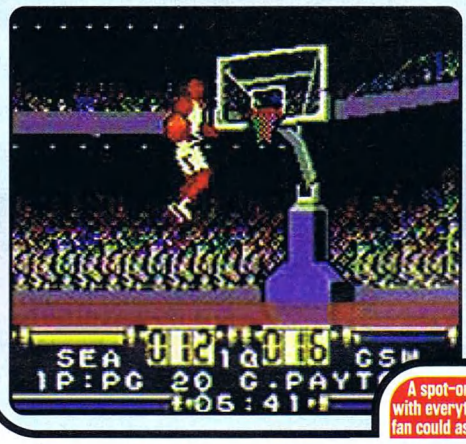
41%

DEVELOPER: KONAMI PUBLISHER: KONAMI PLAYERS: 1-2

NBA In The Zone

This is great. It's a tiny basketball sim that's perfect in every respect – neat-looking, fast-paced and controllable.

After an exciting intro you get to choose how you'll play: a single game, take a team through a whole season, a two-player link, a tricky penalty shoot-out that the computer always wins, or a special all-stars match.



Basketball maybe doesn't make the most gripping videogame in the long-run, so perhaps this could've done with some *NBA Jam*-style special moves and things to spice it up but, as a serious sim, it has no rival on the GB.

A spot-on sim with everything a fan could ask for.

85%

DEVELOPER: F. VALEZ & G. DURAIL PUBLISHER: INFOGRAMES PLAYERS: 1

Wacky Races

If you want a racer that'll really show what your Game Boy can do, here's your game.

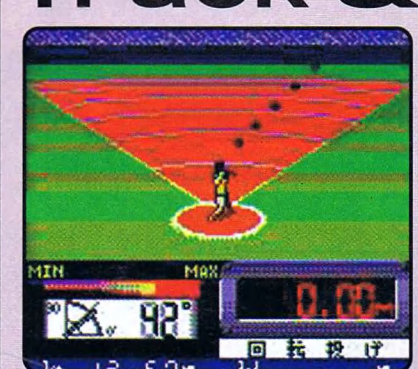
It's got smashingly colourful graphics, with Dick Dastardly and his rivals present, correct and looking absolutely great. To begin with you can only be the Slag Brothers in the Boulder-Mobile (not a bad thing at all), the idea being that you can unlock more racers as you win. But this'll be tough – your CPU-controlled opponents seem to have access to limitless numbers of bombs and oil slicks and use them ruthlessly. The answer is to get 'em back with as many lightning bolts and fireballs as you can find.

Nothing new, but well put together.

83%

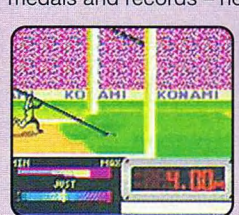
DEVELOPER: KONAMI PUBLISHER: KONAMI PLAYERS: 1-2

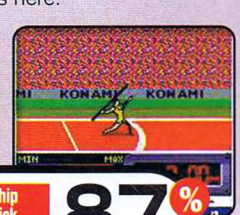
ESPN International Track & Field



Elastoplast at the ready! *International T&F* consists of six digit-destroying events. The 100 metres is the classic A and B pummeller, while the long jump, javelin and weight-lifting are similar with a bit of timing thrown in.

Fencing is the Event of Gentlemen and, for a test of rhythm, there's the swimming. Even though the formula hasn't changed for decades it's still surprisingly compulsive trying to crack the 10-second barrier for the 100m, and the two-player link mode should prove a gruelling test of stamina. Crucially, it's also got battery back-up to remember your medals and records – no cumbersome passwords here.





Great to whip out for a quick record-breaker.

87%

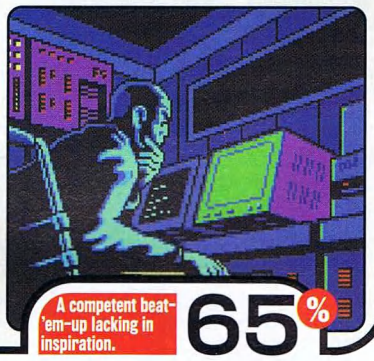
REVIEWER: Jonathan Davies

DEVELOPER: CRAWFISH PUBLISHER: ACTIVISION PLAYERS: 1–2

X-Men Mutant Academy

You could count the number of decent GB beat-'em-ups on the fingers of one mitten. So hurrah for *X-Men*, which puts 11 of the top Marvel heroes and villains head-to-head.

And it looks the part too, with colourful characters and tidy backgrounds. But, sadly, it's missing the character and pizzazz of fighters on the late, lamented (sniff) NeoGeo Pocket – ones like *King of Fighters* and *SNK vs Capcom*. The moves are the usual bunch of fireballs and things, there's little sense of fists impacting with jaws, and, disappointingly, even on Hard mode you can win most fights simply by crouching down and hammering Punch every time your opponent comes near.



A competent beat-'em-up lacking in inspiration.

65%

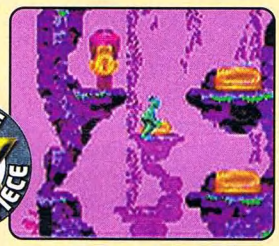
DEVELOPER: CONSPIRACY PUBLISHER: CONSPIRACY PLAYERS: 1

Oddworld Adventures 2

This is indeed a very odd little title, so pay close attention. It's a puzzley platform game where you've got to liberate Mudokons from Glukkon oppression.

The Mukodons can help you by pulling levers and opening doors, and you can also 'possess' Sligs, Glukkons, Scrabs and Paramites, as well as turning invisible and, ahem, farting. See? Odd. But luckily it's great fun. You control Mudokons by speaking to them, and it's impossible to tire of saying "Follow me!" and hearing them reply "Okay!" There's lots to experiment with and it even works on clunky old b&w GBs (although no one would call it pretty even in Color).

GAMING MASTERPIECE



"Work!", "Okay!" What more could you ask for?

90%

DEVELOPER: FREESTYLE PUBLISHER: SCI PLAYERS: 1

Cool Bricks

***Cool Bricks* is about as cool as William Hague. It's a GB Color version of 1980s coin-op *Arkanoid*, where you move a bat left and right to knock a ball into a stack of bricks that vanish.**

The problem is, adding in a few new power-ups doesn't change the fact that the ball/bricks thing was done to death years ago. One screen of *Cool Bricks* will have your eyelids drooping, and after 10 you'll be tempted to put one of those bricks through the screen of your Game Boy Color. If you really must swat a ball about the place get *Puchi Carat*, which thankfully gives *Arkanoid* a more contemporary *Puyo-Puyo* twist.

Let *Arkanoid* rest in peace, please. It has ceased to be.

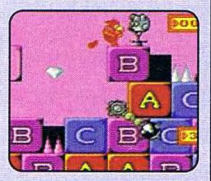
62%

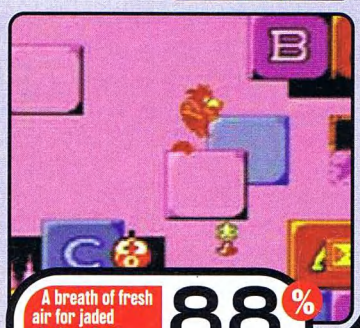
DEVELOPER: 2N PRODUCTIONS PUBLISHER: EA PLAYERS: 1–2

Alfred's Adventure

Hurrah! *Alfred's Adventure* is more or less a straight conversion of *Alfred Chicken*, an obscure Super Nintendo platform game that sank without a trace in the early '90s.

Presumably it's been exhumed because chickens are 'in' at the moment. The thing is, *Alfred Chicken* was actually great, and so's *Alfred's Adventure*. The googly-eyed Alfred is a top-grade character, with a repertoire of moves that includes a sort of semi glide and a beak-first power dive that's ideal for puncturing baddies. The levels are crammed with little puzzles and secret bits, the graphics are superb, and there's a cheery, smiley feel to the whole thing.



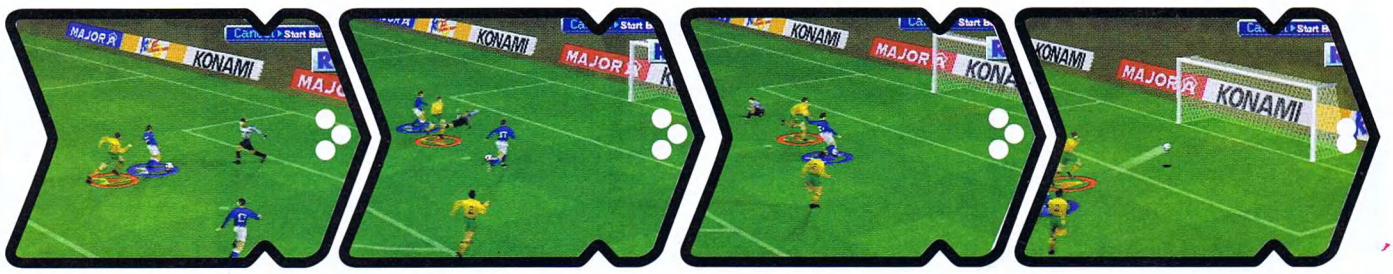


A breath of fresh air for jaded platform fans.

88%

REVIEWER

Dave Harrison



OUT: OCT | **FORMAT:** N64 | **PRICE:** £40 | **DEVELOPER:** KONAMI | **PUBLISHER:** KONAMI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01895 456 700 | **PLAYERS:** 1-4

Finger!

The N64 has remained faithful to the original *ISS* vibe and has stuffed itself with menus and options. Even the bouncy faces return – good or bad news... you choose.

▲ As the through-ball isn't as effective in the N64 game as it is in *Evolution* you can go with a flat back four and try to protect your flanks.

Portugal
Edit Formation
Sweeper
Placed in the center of the defense line consisting of 3 or 4 players whose job is to cover all opponents without
[next]
Set
Go back

▲ If you're unsure of the what all the technical terms mean you get a little demonstration of what each position will do to the formation.

▲ It's the bouncing faces. Aahh Veiri is feeling a little blue – what a shame. Well he can buck his ideas up and stop acting like spoilt baby... yeah!

Hey girls! Beat boys! International Superstar Soccer! Here we go! Dum, de dum, dum, de dum...

ISS 2000

Fur Fighters!

It's a bit on the fuzzy side but you can just about make out some familiar faces. Or can you?

▲ Del Piero – he's small he's got black hair and he missed loads of chances to win Euro 2000. Check!

▲ If Pemrice here is suppose to be Welsh international Pembridge they've got the hair wrong!

▲ Here's Shelia, or Alan Shearer to you and I, enjoying his international swan song.

Ninty fans believed that their version of *ISS Pro '98* was even better than the almighty PlayStation mix. And, as *International Superstar Soccer* has evolved on the Sony console, it's time to see what's been happening on N64.

It must pointed out that all this game shares with the PlayStation title is the three initials. It's a completely different football experience.

Softography

These guys have also made...

ISS Pro Evolution	95%
Metal Gear Solid	94%
Metal Gear Solid (GB)	90%
ISS Pro '98	94%
International Track & Field	81%

LIQUID SKILL

The good news is that it's almost as good. It seems much more fluid than the PS version – where the players seemed to be on rails and the formations were very rigid, making for a very tight, manicured match.

On N64, however, there's seems to be much more space on the field, mainly because the defences tend to sit very deep. Also, the game allows you to be quite loose with the passes as they go straight to the feet of your target player which means you can ping the ball around very swiftly if you want to. But, because of this added space, there's also the option to run.

CHOICES

You see, what the game is doing is supplying you with options and offering you enough assistance to execute what you're attempting. Games like *FIFA* don't even give you the options. Instead they bully you into a very one-dimensional 'kick and run' style of play.

The one move you tend to become dependent on is the through ball – which isn't too helpful when playing down the middle, but becomes deadly when playing your wingers in behind the opposing full backs. You won't always score when you reach the byline, but if you put in enough

Vibrant Touch!

While many football games overload on unnecessary but elegant detail, *ISS* just gets on with the game. Not even the action replays can make it look pretty, but it's got more life than a butchers dog.

▲ The replays just serve to emphasise the overall flossiness of the graphics and some of the less impressive elements of the animation.

▲ The graphics aren't that crisp, but there's always loads going on and the screen is bright and full of colour. Look! Arrows and David Beckham!

▲ For those more accustomed to the PlayStation game, this takes a bit of getting used to especially when using the fiddly C-buttons. Bummer.

GAMING MASTERPIECE

Jackanory!

In the Career mode you choose a footballer and attempt to take him to the top of his game. First off, get the right look.

You must organise your time during the week for training, resting, and learning from the older professionals.

The training is either done for you or you get these mini challenges where you must master various footie skills. Smart!

It's not all work, work, work and no man is an island, so you must try to get yourself a girlfriend as well. Lay-deez!

A Thing of Beauty!

Football is a simple game and, as Bill Shankly once said "If you're in the penalty area and aren't quite sure what to do with the ball, just stick it in the net and we'll discuss your options afterwards."

▲ The through ball is great for playing your winger behind the full backs.

▲ There's numerous ways to create scoring chances. The choice is yours.

▼ The keepers are exceptionally good shot stoppers. Watch the rebound.

▼ Get yourself a big man in the middle and then attack from the wings.

Cancel Start Button
ANGLE
Defensive
MF 7
7 MF
Don't be ashamed of scrambling the ball over the line. Many of your chances will come from save rebounds.

0-0
1st
Defensive
10 FW
The keepers try their best to command their penalty area so place your crosses deep to the back post.

crosses, your pressure will eventually pay dividends. Shooting from a distance is not made easy, especially as the keepers can pick them off quite easily. However, you end up scoring from rebounds too often, so knocking the keeper's levels down is a very tempting tactic.

FUZZ AWAY

While *ISS* is riddled with options, it is sorely lacking when it comes to sexy graphics, player likenesses and player names. It follows the PS's trend of craftily renaming the team members, but some of the remixes are painfully obscure. As for the graphics it has that warm fuzzy N64 quality which can't compete with the crystal clear magic that Dreamcast and PS2 are producing. Its gameplay, however, rises above anything you can currently find in the world of next-gen.

FUZZ AWAY

It lacks any license or any slick production values that numerous other console titles wave about as their main selling point, but this isn't

... the game allows you to be quite free and loose with the passes as they go straight to the feet of your target player...

▲ Look at that – England with something to celebrate. You don't see that every day now do you.

really a great problem. While it is satisfying being able to recognise the various world stars and compare their stats, it's the gameplay that counts. Too many developers attempt to recreate the televised experience, forgetting that gamers don't want to watch virtual football, they want to play it. And playability is what this game has got in spades. It's not better than *Evolution*, but is still another *ISS* winner.

Factpack

The stuff you need to know...

Teams	80
Views	3
Modes	6
Formations	25

Bit
Cancel Start Button
R
JAPAN
10
Keeping your shots low is the trick to this game. Shoot outside the box and everything just goes skyward.

Judgement

GRAPHICS Look! Everybody's made out of cotton wool and the grass is green candy floss.

GAMEPLAY Very neat and tidy. Far more loose and fluid than the rigid PlayStation version.

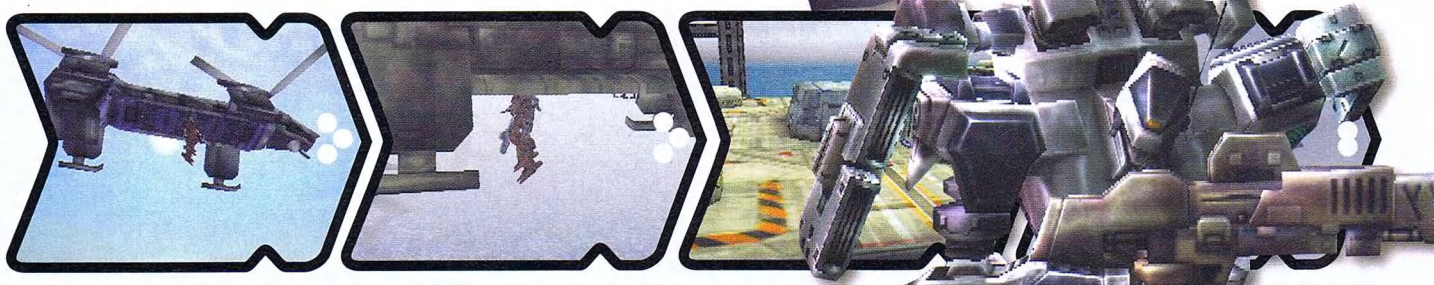
LIFESPAN Plenty with the multi-player options and the Career mode lasts... forever.

Nothing drastically or excitingly different from the last one, but still easily remains the best footie game on N64.

Overall 90%

REVIEWER

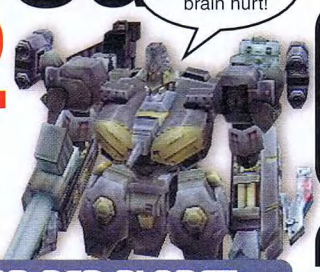
Jonnie Bryant



OUT: NOV **FORMAT:** PLAYSTATION2 **PRICE:** TBC **DEVELOPER:** FROM SOFTWARE **PUBLISHER:** SONY **SPECIAL FEATURES:** DUAL SHOCK 2 **OTHER FORMATS:** NONE **CALL:** 020 7533 1400 **PLAYERS:** 1-2

A **Mars mission** a day helps you **work, rest** and keep your metal trousered **war machine** in brasso!

Armored Core 2



Three long years. Three long, dull years since we last climbed into the acceleration couch of the original, with only *Front Mission 3* to satisfy our mech cravings.

Well hanker no more as *Armored Core* returns and, this time, goes next-gen! Oh the sheer potential – PS2, big weapon-laden robots, vast rolling levels... this should be massive in every sense of the word. Sadly it's isn't.

MISSION BASED

The gameplay has remained pretty much unchanged since the 1997 title, with only a challenge ladder, link option and improved graphics to distinguish it from its predecessor.

It does, however, look about a hundred times as impressive visually with the kind of background animations and pyrotechnics that will leave track lines across your retinas.

Softography

These guys have also made...

Armored Core 75%
Kingsfield 2 .....82%

DEAD RED PLANET

The location has altered as well with the action now taking place on Mars. But, instead of the huge arenas of red soil that we might have hoped for, everything feels a bit limited, a bit claustrophobic and cramped.

The missions themselves are devilishly hard. Gone is the gentle learning curve of the original and instead you find yourself carefully counting credits between missions.

The MT league does offer some extra interest, but the initial prizes are so pitiful that it takes an age before you feel you can truly experiment with your MT's construction. When you do though, the game comes into its own and you soon find yourself lost in the detailed set-up screens.

If you like your combat big and bold and share the Japanese infatuation with large robots, you'll get your metallic kicks here.

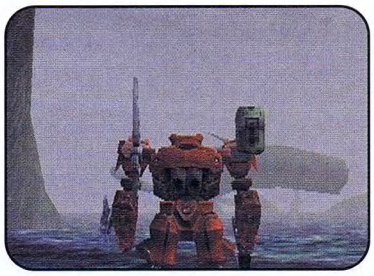
Hammer-right!

Alongside the basic mission structure – that any veteran of the original title will be familiar with – there's also a challenge ladder to test your metal against. You start off at the bottom of the league and have to fight your way up to the number one slot. As you climb the cash prizes increase, allowing for better weapons.

▲ Early rivals don't pose to much of a challenge, although they're still pretty smart and have a habit of popping a shot then scurrying for cover.

▲ The further you climb up the league the harder and smarter your adversaries become. Buying the right kit for the job quickly becomes vital.

▲ Numero uno, the grand fromage, the big Labowski... Jeez, just take a look at the size of that gun. Beat him and you get oodles of cash!



▲ Environmental effects change the appearance of the levels as the missions progress. It was a nice sunny day when we started!

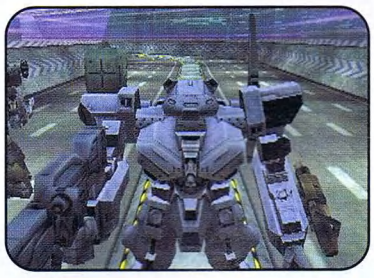
Dual Shot!

It takes two to empty a magazine of depleted uranium tipped bullets, and *Armored Core 2* happily caters for this in a range of arenas.

Chose the level, set up your MT and select the parameters of the contest. Once you're happy, go head-to-head.

The aircraft carrier makes for a tricky arena. One false move and you can easily do a punctured submarine impression.

The sluice gate lets you play king of the castle, but the boundaries continually keep you from exploring tactics. Bah!



The Best Bit

Running out of ammo for both your primary and secondary weapon systems, having only a sliver of armour left and finishing the job off using just your wrist blade!

Judgement

GRAPHICS Phat explosions, highly animated backdrops and all round eye goodness.

GAMEPLAY Pretty much unchanged, but still a compelling formula of planning and action.

LIFESPAN Tricky levels, a two-player option and extra modes of play create longevity.

Some fast-paced metallic mayhem with serious good looks. Keep an eye on the other MT-based titles coming up on PS2, though.

Overall

79%

OUT: OCT | **FORMAT:** PLAYSTATION | **PRICE:** £30 | **DEVELOPER:** MAGENTA SOFT | **PUBLISHER:** SONY | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 020 7533 1400 | **PLAYERS:** 1

The **muppets get evil** and start **ripping each** other apart and eating the bits... Not really, just an idea...

Muppet Monster Adventure

The Muppets move on from their recent *Race Mania* and have a stab at the other cutesy gaming standard – the 3D platformer.

Falling somewhere between *Croc* and *40 Winks* we have Kermit's young nephew Robin burdened with the task of ridding the world of an evil force that has transformed the other Muppets into monsters. The evil can be found in convenient star shaped icons and you must collect these along with a myriad of other pick-ups to open levels and progress. It's all quite predictable puzzle solving, platforming, jumping stuff which, unfortunately, is too linear to really excite. It also suffers, as most games of this ilk do, with 'dodgy-cameraitous' which can be a bit swingy when active. Oh so okay.

Got The Power!

On the first level you've got to give Robin a helping hand by adding some sorely needed abilities to the web footed one.

The Miss Piggy power-up give you the ability to attack statues with a deadly karate chop. Never mess with the pig.

The Wokka Wokka Were-bear Power give you claws so you can clamber up certain surfaces. Just like Fozzy!?

Easy Glover!

▲ Frogs aren't usually the fiercest creatures in the world, but our Robin comes armed with a magic glove!

Judgement

GRAPHICS Keeps everything all very cartoony, simple and cheap and cheerful.

GAMEPLAY Predictable, and you get a bit fed up of collecting stuff after a while.

LIFESPAN There's plenty of levels that need completing, full of loads of niggly searching.

Looks nice, plays okay but is all a bit too simple and fiddly to really stir emotions. Definitely not inspirational or muppetational.

Overall 65%

REVIEWER: Oliver Hurley

OUT: NOW | **FORMAT:** PLAYSTION | **PRICE:** £35 | **DEVELOPER:** TAITO | **PUBLISHER:** ACCLAIM | **SPECIAL FEATURES:** ANALOGUE | **OTHER FORMATS:** NONE | **CALL:** 020 7344 5000 | **PLAYERS:** 1-2

Model Barmy!

RC De Go doesn't just challenge your driving skills but gives the part of the brain that's in charge of your model mechanic something to chew on as well. In the Championship Mode you must win credits during the races to buy better parts and fine tune you micro machine. Succeed in your engineering skills, and you'll bounce to victory!

▲ You start every race at the very back, so force your way to the front and earn some cash.

▲ Then spend your money and get yourself some new parts so you can tweak your RC car.

Extend **your aerial,** flex your thumbs **and start those** motors a-whirring! **Let's RC De Go!**

Rc De Go

***RC De Go* takes you right into the action as a remote control enthusiast on the international racing circuit – yeah baby, live the dream!**

It doesn't really sound too exciting does it? That's because it isn't. This is not too say this is a bad game. It's a simple racer that doesn't tax the brain but tries to draw you into the game with its hypnotic, repetitive lapping. But so simple is the gameplay that it rapidly becomes tedious and you're too sleepy to care if these RC cars behave as fidgety as the real ones.

That said, the graphics are still quite sweet. What also goes against it is that the noises on the Name Entry screen are irritating and the commentary is in a really prickly voice.

▲ To liven things up a little there are various stunt bits where your fragile car is thrown into the air to avoid some bumpy bits of the road. Exciting.

Judgement

GRAPHICS Pleasant enough, but the cars get a bit Weetabix when they go into the distance.

GAMEPLAY Very simple and easy to pick up, but a bit too easy to put down as well.

LIFESPAN There's some mileage in the Championship mode if you like tinkering with toy cars.

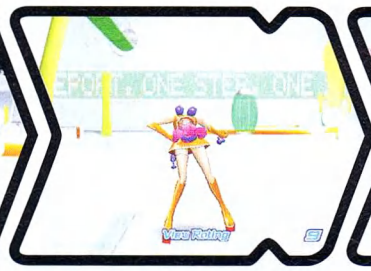
Smartly detailed and different in its outlook, but all a bit one dimensional and dry. Needs some sauce to pep it up.

Overall 72%

REVIEWER: Dave Harrison

REVIEWER

Jez Bickham



OUT: NOW | FORMAT: DREAMCAST | PRICE: £40 | DEVELOPER: SEGA | PUBLISHER: SEGA | SPECIAL FEATURES: VMU | OTHER FORMATS: NONE | CALL: 08456 909 090 | PLAYERS: 1

Shoot To Thrill!

Not only will you have to out-dance the aliens that have invaded the Space Station, you'll have to gun 'em down, too!

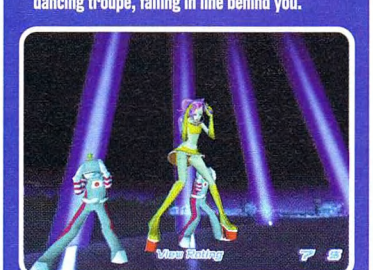
Except you won't be using the triggers. When the aliens shout 'Chu', tap the A button and you'll zap 'em good

If you do this to the beat – and get your aim right by following the commands of the aliens – the tentacled ones will disappear.

Once you've zapped all the odd-looking beasts with your trusty ray gun you'll be free to carry on your bizarre quest.

Dancin' Team!

▲ Save enough hostages and they'll join your dancing troupe, falling in line behind you.



▲ Look at 'em go! Our favourites are the tourists in their space suits, who are so snap-happy they'll take photos as they dance.

Forget who sells the most games, or who's going to win the console war, **Sega just want to dance!**

Space Channel 5

With a load of people behind you, all dancing to the same rhythm, *Space Channel 5* suddenly becomes the grooviest game ever.

It's a commonly held belief that the Japanese are all barking. Crazy as loons. Mad as large bipedal fishes.

They're not, of course, they're just like you or I – it's just that they're a whole lot more inventive than us when it comes to making videogames. For every dull *Tomb Raider* there's a *Crazy Taxi*, for every tedious realtime strategy snorefest a *Samba De Amigo*. And you know what? Here comes *Space Channel 5* to brighten up your life and generally make the world a happier place. Hurrah for Sega, and the kerr-aazy developers that made the game possible.

RHYTHM KING

Space Channel 5 is a rhythm action game in the vein of *PaRappa the Rapper*, *Beatmania* and the rest, but it's twice as lovely to look at and about three times as 'cool'. As in all these games, the key to success lies in tapping buttons in time with the rhythm – but whereas other titles have pop-up, on-screen instructions, the only things you have to go by are what the enemy says and your own sense of timing. Confused? Don't be. You see, the story behind the game is a little like this – aliens have infiltrated a space station, and it's up to you, as

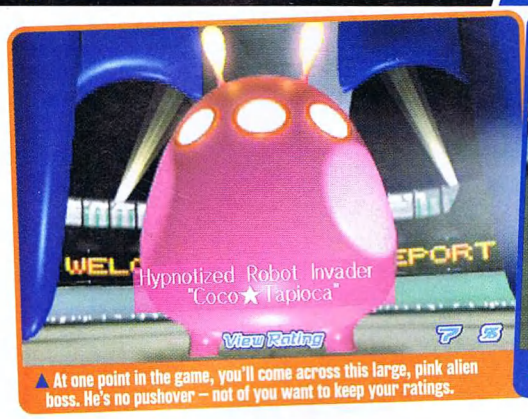
▲ As your dancing entourage grows, each scene takes on a big budget musical feel.

▲ The aliens seem more concerned with dancing than dying and gyrate right up to the point you zap 'em.

▲ A few slips can be overlooked early on but, as the battle for ratings heats up, only perfection will do!

Sink The Pink!

Bosses. Love the challenge or hate their hard-to-kill hides, no self-respecting videogame would be without them. And *Space Channel 5* is no exception. Set ray guns to kill!



▲ At one point in the game, you'll come across this large, pink alien boss. He's no pushover – not of you want to keep your ratings.

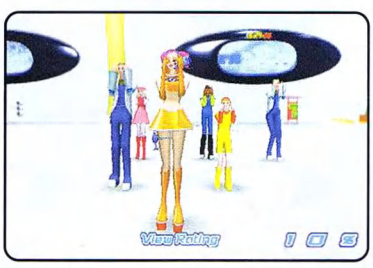
▲ As per usual, follow the dancing instructions the boss doles out. He gets quicker and quicker, so it's not too easy at all.

▲ After a while, the pink beast's belly will open and he'll spew out plenty of one-eyed yellow aliens. You've got to shoot 'em all!

Factpack

The stuff you need to know...

Playable Characters	1
Levels	4
Alien Funksters	100s
Best Weapon	Ray Gun



▲ Just like step aerobics really, except its set in space... and there are aliens... and ray guns...

The action's so hectic at times that you forget just how sexy Ulala actually is. She's a lovely mover!

roving reporter Ulala, to save the innocent humans involved and see off the extra-terrestrial threat.

Succeed in this and viewing ratings for your channel (called – yup – *Space Channel Five*) go up as more people watch your show. And you have to get a good viewer rating to proceed – the minimum figure is 15%.

THE WORKS

But back to the game mechanics. When you encounter a group of aliens, they'll dance, and shout out instructions (such as 'up, left, right' and so on). Once they're done, it's your go, and as well as remembering the directions, you'll have to do it in time to the music. As such, it's a bit more challenging than other games in the genre, and a whole lot funkier too. The animation is quite amazing, as Ulala and everyone groove and gyrate their way through the proceedings. And, by saving hostages who join you, you can easily end up with a chorus not dissimilar to the start of *Austin Powers*. Great! And you also get a chance to shoot the aliens, too!

So, as far as rhythm games go, this is tops. But there are problems. While it's brilliant fun, it's very short-lived, and the novelty wears off pretty quickly (especially once you're accustomed to the game and are getting high scores). And although the graphics are wonderful, the characters in the game are pasted onto a rendered background, which looks a little grainy and shoddy.

... here comes Space Channel 5 to brighten up your life and make the world a happier place. Hurrah for Sega...

So, if you're looking for a great party game and don't mind it's lack of longevity, then this definitely fits the bill. It's vibrant, exciting and a lot of fun. And that's what matters, isn't it?

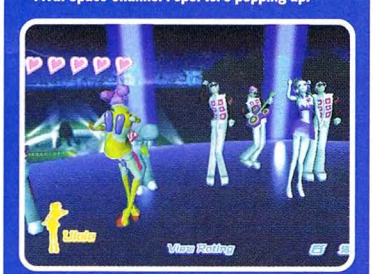
Softography

These guys have also made...

House of the Dead 2	81%
Sonic Adventure	91%
Chu Chu Rocket	81%
Crazy Taxi	90%
Ecco the Dolphin	54%
Virtua Athlete 2000	54%

Rival Schools!

▲ As well as big ol' bosses to fight, you'll get rival Space Channel reporters popping up.



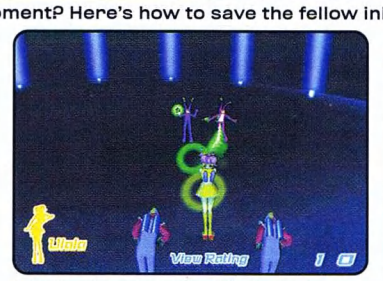
▲ What do you have to do? Dance, dance, dance! The quickest fingers will win you the day.

▲ But this saucy wench can eventually be beaten which makes for quite a spectacle!

Hostage Situation!

Want to taste that *Austin Powers* moment? Here's how to save the fellow inhabitants of the space station.

▲ Those pesky aliens have a tendency to kidnap unassuming tourists and helpless humans.



▲ And how do you rescue them? Not by shooting them with your ray gun, no sir – by tapping B!

▲ The more you rescue, the better. And they'll join you in your all-singing, all-dancing crusade.

Judgement

GRAPHICS Simply wonderful. Colourful, brilliantly animated and a joy to look at.

GAMEPLAY Incredibly simple, and ultimately repetitive, but also a lot of fun while it lasts.

LIFESPAN While this is an immense pile of fun, it's also very short indeed.

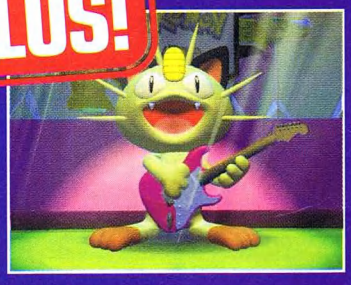
You can't fault this game for fun. But like *Crazy Taxi*, the novelty does wear off after a while, and the game is just way too short.

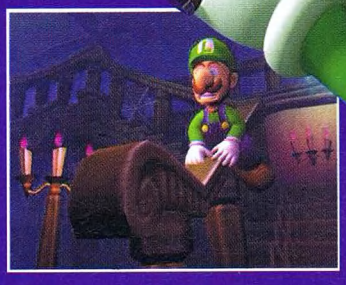
Overall 82%

www.dailyradar.co.uk

N64 MAGAZINE

PLUS!





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REVIEWED!

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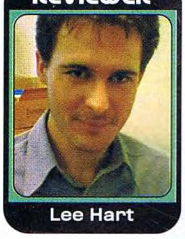
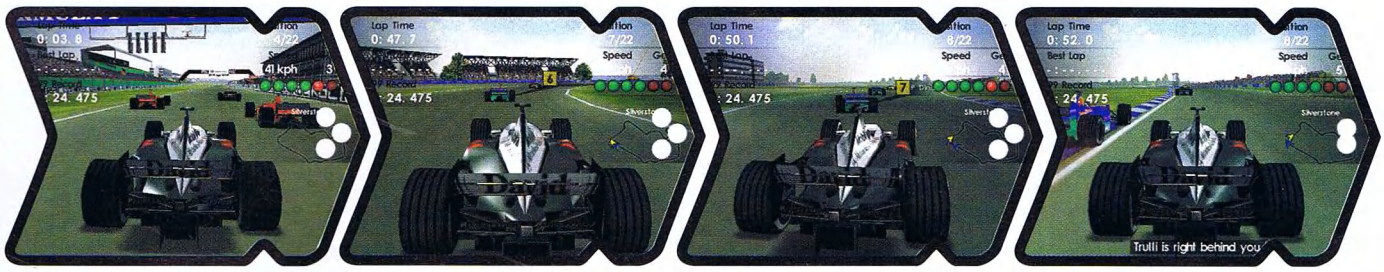
REVIEWER



Lee Hart

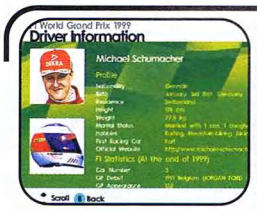


OUT: NOW | FORMAT: DREAMCAST | PRICE: £40 | DEVELOPER: VIDEO SYSTEM | PUBLISHER: KONAMI | SPECIAL FEATURES: VMU | OTHER FORMATS: NONE | CALL: 01895 470 500 | PLAYERS: 1-2

Stat Attack!

Gallery is a neat feature providing info on your favourite F1 team, from the car and the drivers to the background of the team itself.

Scroll around all the hi-res car models and get the tech specs on all the parts and dimensions. Anorak heaven.



Swat up on the personal details and career records of the team drivers and examine their form. Stalker heaven.

Finally, statos can learn about the history of each team. Ferrari's first race was at Monaco in 1950, don't ya know?

TV To DC!

For total F1 obsessives there's a, frankly bizarre, option to view all the races from the 1999 season in videogame form. This option employs interactive camera angles based on those used in the actual TV broadcasts.

▲ At Monaco you can switch angles to see the famous tunnel and harbour from different views.

▲ The race unfolds exactly as it did in reality with Hakkinen holding off Schumacher to claim victory.

Fasten your safety belt and **hit those revs** because it's... **Go! Go! Go!** For another Formula 1 simulation.

Formula 1
World Grand Prix 2

Unless some bright spark comes up with a Formula One game that lets you partake in activities off the track – larging it on yachts, gadding about in helicopters, sharing jacuzzis with pneumatic supermodels – it seems F1 games are stuck in something of a rut.

The template was set a long time ago: detailed vehicles, accurate tracks and environments, options to tune all the car's settings, an Arcade mode for rash and crash racing and a Simulation mode for the realistic Grand Prix experience. The problem is, with all of these factors in place, there's nothing really new or exciting that can be added to the F1 genre.

SIMILAR

Formula 1 World Grand Prix 2 covers all of the above features and covers them very well, but we still found it hard to be enthusiastic about the game because, once you've seen one F1 game, you've seen them all.

On a more positive note, though, if you don't yet own a Formula 1 game then *F1WGP2* is as good a place to enter the grid as any. Boasting the best visuals of any F1 console game, an Arcade mode for speed freaks and a far more difficult Simulation mode for enthusiasts, this is an impressive racer that captures the thrills and spills of being inside a Formula One beast better than any of its Dreamcast competitors.

DISPLAY VROOM

Despite the quality of the game, we'd still guard against actually buying it. If you must own an F1 game then this is the best one to go for. But if you're simply after an exciting racer then you'd be much better off spending your cash on *Metropolis Street Racer* or the hardcore simulation of *F355 Challenge* – games that really do take the driving genre to a new level.

Inflicting GBH on state-of-the-art F1 machinery is a great laugh. Whack Damage up to maximum, ram everything in sight and watch those wheels drop off!

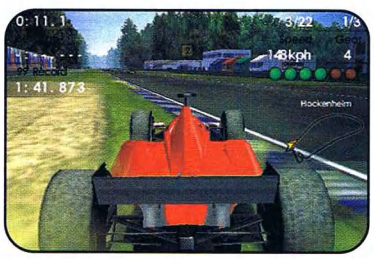
▲ With the damage controls turned off, a glancing blow at 108kph can effectively mean the end of the race for you. Back to the pits to face the wrath of Eddie Jordan.

▲ There's even a warm-up lap! Not sure whether weaving about actually affects you performance, but it looks like you know what you're doing.

Softography

These guys have also made...

Formula 1 WGP.....77%



Judgement

GRAPHICS Detailed cars and tracks and a speedy framerate with little sign of slowdown.

GAMEPLAY Typical F1 fare. Arcade = fast and furious. Simulation = tactical and twitchy.

LIFESPAN It'll take you ages to become an F1 champ without using the cheeky driver aids.

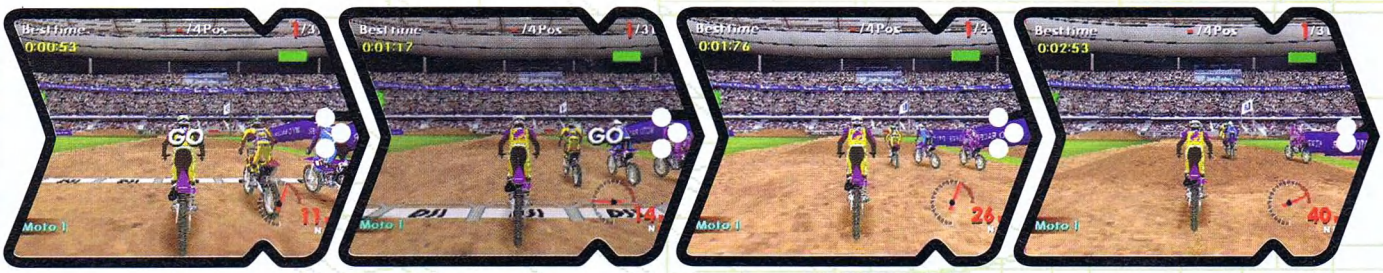
Does all that you'd expect and does it very well. But, is it just us, or are these F1 games starting to seem a little on the stale side?

Overall

76%

REVIEWER

Alex Bickham



OUT: NOW | FORMAT: PLAYSTATION | PRICE: £35 | DEVELOPER: DELPHINE | PUBLISHER: SONY | SPECIAL FEATURES: NONE | OTHER FORMATS: NONE | CALL: 020 7533 1400 | PLAYERS: 1-2

Clad thyself in leather, and **let rip** on the dirt tracks and arenas of **our fair land.** (Cue 'skid mark' joke...)

Moto Racer World Tour

Ooh, beastly game! Beastly! *Moto Racer World Tour* tantalises you with its motorised loveliness.

It serenades you with its fantastic graphics and slick handling. And then, just when you're falling in love with it, you realise it's so damned hard that, if you put it in a room with Steve Austin and Wolverine, it would leave them both tied up in knots blubbing for their mums. Beastly!

NEW BOY

The first time you get it running, you'll see what we mean. Graphically, it's about as hi-res a game as you'll ever see on PlayStation, and happily nicks off with the title of best looking bike game ever. The machines, the riders, the tracks, the scenery... everything blends perfectly together and looks simply sumptuous.

The bikes also handle in an incredibly smooth and usable way. The game has two modes, Racing and Motorcross and, although the vehicles for each handle in entirely different ways, both feel great. Whether you're screwing it 'round a berm or snaking through a chicane, you'll think you've died and gone to biker heaven.

GRAVEL RASH

Sadly, it's let down by its own level of difficulty. Even in beginner mode, you'll need to read the tracks like a pro (and have the reactions to match) to do well. For those that like a challenge, there's plenty to be found here, and the weighty mechanical options help to lengthen its lifespan. But if it's short-term kicks you're after, you may end up feeling a bit frustrated. *Moto Racer World Tour* demands commitment to be enjoyable, but we reckon it's worth it.

Softography

These guys have also made...

Flash Back	73%
Fade To Black	83%
Moto Racer	67%
Darkstone	80%

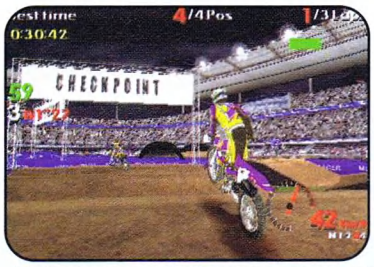
Cornering!

Taking a corner properly at high speed is an art in itself. But when you get it right, it's a beautiful thing to behold...

Make sure you brake before you hit the corner – scrubbing off speed mid-bend is a recipe for disaster.

Now, as you hit the apex of the turn, lay down the power and pull yourself around in a nice and tidy fashion.

Power off down the straight and you're home free. Now cut inside an opponent's racing line and you'll ace it!



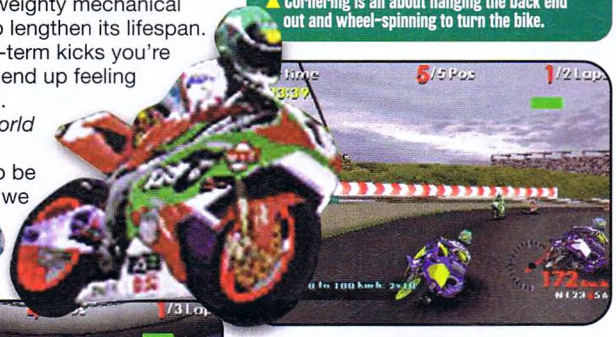
▲ Fall too far behind the field or miss a checkpoint and it's the end of the race for your rider.

Mud Larks!

The Motorcross mode is an entire game in its own right, and you need to learn a whole new set of riding skills to tackle it.

▲ Hit a bump at full revs, and you'll fly like Mary Poppins after a large morning sherry.

▲ Cornering is all about hanging the back end out and wheel-spinning to turn the bike.



The Best Bit

Cutting in mid-corner and out-accelerating your opponent leaves you feeling on top of the world. Why now, I believe I could fly...

Judgement

GRAPHICS Jaw-droppingly smooth. Flicking a bike through a chicane has never felt so... right.

GAMEPLAY Get to know the tracks, and how to use the bikes, and you're in with a chance.

LIFESPAN Depends on how much you're willing to persevere and work on your racing line.

The best bike-sim for the 'Station, with emphasis on the word 'sim'. The casual gamer may just bounce off and hate it.

Overall 80%

OUT: NOW | FORMAT: PLAYSTATION | PRICE: £30 | DEVELOPER: BITMAP BROTHERS | PUBLISHER: EMPIRE | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: NONE | CALL: 020 8343 7337 | PLAYERS: 1-2

Hang on! An update of the **ultra-violent,** futuristic ball-game from the early nineties? **Let us at it!**

Speedball 2100

It's either with fond memories or utter bafflement that you'll greet this PlayStation update of *Speedball*.

It's a ball game where the screen scrolls vertically between goals, and horizontally between edges. The ball is passed from hand to hand, like a giant game of catch/meets football/meets basket ball. But where *Speedball* comes into its own is with the futuristic-based extras. As well as scoring for goals, you get points for lighting stars at the side of the pitch. There's also a teleporter and power-ups appear randomly as the match progresses, doing things like electrifying the ball.

But is there any need? Sure, *Speedball 2100* looks smarter, but it doesn't play as well!

Nineties Time!

Speedball first came out in 1990 on the Atari ST and Amiga, with the graphically-enhanced *Speedball 2* following two years later.

Even the set up screen hasn't changed much from the 1990 original. You'll want to head straight for the two player game, though.

Things have been jazzed up for *Speedball 2100* but it's still exactly the same game underneath, and no mistake.

Ring Ma Bell!

▲ Sneaky *Speedball* players don't go for the goals, but for the stars shown here. Chuck the ball, light them all up and romp to victory!

Judgement

GRAPHICS Colourful – in an accident in a paint factory way – but still retaining the metallic feel.

GAMEPLAY Score more goals than your opponent. It's not brain science and it's not *ISS Pro*.

LIFESPAN Like a Chinese meal – you'll enjoy it, but only in small portions.

Technically fine, but – bar a few unnecessary new features – just an update that doesn't actually seem to have much point to it.

Overall 61%

REVIEWER: Rich Pelley

OUT: NOW | FORMAT: PC | PRICE: £35 | DEVELOPER: CAPCOM | PUBLISHER: EIDOS | SPECIAL FEATURES: NONE | OTHER FORMATS: PLAYSTATION | CALL: 020 8636 3000 | PLAYERS: 1

Watch yourself, it's just **moved into** the house next door. Yes, **this evil** is now resident!

Resident Evil 3: Nemesis

***Resident Evil*... y'know, the one with the zombies.**

Still, negotiating your way past legions of the undead is rarely as much fun as it is in the long-running *Resi* series.

So, what's the difference between this and the PS version then? Well, in a word, nothing. Which isn't a particularly *bad* thing, considering that back in our December '99 issue, *Nemesis* scored a humongous 94%. That's six per cent from perfection!

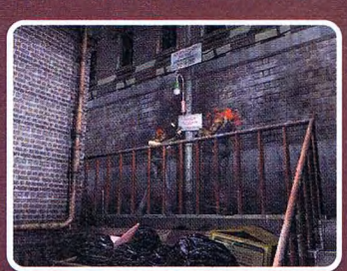
Unfortunately, the control system doesn't translate brilliantly to the PC – and there's nothing more frustrating than being torn apart by a zombie because of clumsy controls.

The sense of fear is as great as ever though and, if you're after a perfect conversion of the PS original, you can't really argue.

▲ Jill, Jill, Jill. You should know better than to wander past corpses. Even when they're down these fellas have still got some bite left in 'em!

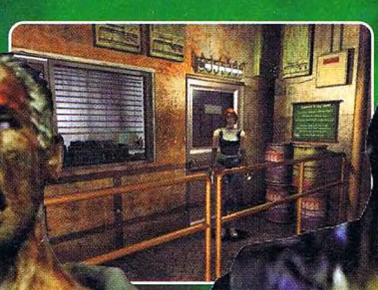
Running Girl!

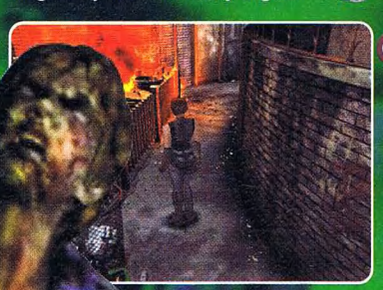
This time round Jill's equipped with a handy side-step manoeuvre that allows for some sneaky zombie-dodging. No one ever said the undead were particularly clever and, like most videogames baddies, they're a bit confused by strafing. That, said they can still turn up in numbers that test even the most nimble.



▲ The aiming system, although clumsy at times, does allow for some tasty head shots.

▲ The whole town's on fire and you can bet that Umbrella have got the matches.





Judgement

GRAPHICS Sharper than those on the PlayStation version, obviously, but still a tad pixellated.

GAMEPLAY Same *Resi* gameplay as always, although the control system is not exactly ideal.

LIFESPAN Not particularly long but different areas and routes allow for more replay value.

More of the same but it's the scariest *Resi* yet and that Nemesis character is one *nasty* piece of work, mark my words...

Overall 88%

REVIEWER: Oliver Hurley

THE VAMPIRE

STRIKES BACK

In a BUFFY-TASTIC issue of SFX, Spike actor JAMES MARSTERS speaks out, PLUS a massive double-sided poster featuring Sarah Michelle Gellar & David Boreanaz

And there's more! Blair Witch 2, Thunderbirds, Dinosaur, Farscape, Charmed!

ON SALE NOW!

Dreamcast

REVIEWER

Oliver Hurley

OUT: NOW

FORMAT: DREAMCAST
PRICE: £40
DEVELOPER: SEGA/YUKES
PUBLISHER: THQ
SPECIAL FEATURES: VMU
OTHER FORMATS: ARCADE
CALL: 01483 767 656
PLAYERS: 1-4

Ring King!

The Royal Rumble mode sees you having to chuck 30 devilish adversaries over the top rope before the time limit expires. You begin with three minutes on the clock and gain an extra 20 seconds for each wrestle-head that you eliminate. Victory is yours when you are the only grappler left in the ring.

▲ New wrestlers enter faster than you can eliminate them, so things tend to get pretty hectic very quickly indeed!

▲ The novelty is that it can display up to nine characters at the same time. Not that it does you a great deal of good...

Those **beefy WWF types** barge onto DC for another new grappling game, but it's **no Smackdown-beater!**

WWF Royal Rumble

Ever get the feeling you've been cheated? Dreamcasters have been eagerly anticipating the first WWF effort from THQ for months.

It really wasn't worth the wait. Imagine, if you will, the wide variety of modes on offer in *WWF Smackdown*. *Royal Rumble* has none of these, and less. For starters, there's a distinct lack of characters – 19 in all. All the really huge stars are in there – and no one's going to miss the likes of Mideon or Bull Buchanan – but, with no Chyna, Eddie Guerrero, Chris Benoit, Christian, Dudley Boyz (I could go on), there are an awful lot of WWF 'superstars' who should have been included.

BEAM ME UP

The game itself is split into three (count 'em) modes: Versus, Exhibition and Royal Rumble. Exhibition sees you, supposedly, fighting a series of 10 singles matches against various opponents, except each grappler also has a cohort standing at ringside to help out with double-teaming manoeuvres. Very odd. In no way does it resemble any kind of WWF match that's ever taken place – it's not a singles match, not a tag match, more a mismatch.

If that's not surreal enough, at a random points the lights will dim and you'll be, we can only assume, abducted by aliens who then magically transport you to in another part of the arena. Really.

UFOs aside, the only real innovation is in the Royal Rumble part of the game – based on the annual 30-man battle royal – which allows up to nine characters on screen at once. Nice idea, but it's nigh on impossible to tell what's going on.

Whoever created this game obviously thinks of wrestling as being little more than a bad joke. And, despite some pleasant visuals, the same can be said of their game.

Softography

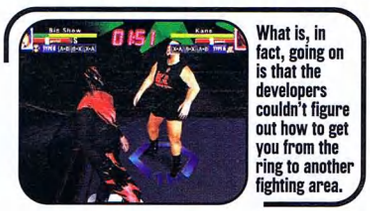
These guys have also made...

WWF Smackdown	92%
Touken Retsuden 3	81%
Powermove Pro Wrestling	35%

Abducted!

There you are in the middle of a wrestling match, minding your own business, not doing no harm to any one (except your opponent)...

... when the lights dim. "Cor blimey guv'nor, what the bleedin' hell is going on 'ere then?" you may well ask.



What is, in fact, going on is that the developers couldn't figure out how to get you from the ring to another fighting area.

So they came up with the foolish concept of alien abduction. It's not exactly as if wrestling isn't silly enough, is it?

The Best Bit

There are some really nice looking moves in the game and the whole thing is fast and smooth. Sadly, this doesn't make up for the shallow and unengaging gameplay.

Judgement

GRAPHICS The most impressive aspect, but sweet visuals alone do not a good game make.

GAMEPLAY Simplistic controls, some really stupid ideas (alien abduction) and a lack of depth.

LIFESPAN There's a basic multi-player, but none of the modes associated with *Smackdown*.

After the grappling classic that was *Smackdown*, playing this is more than enough reason to have a right Royal Grumble.

Overall

63%

OUT: OCT FORMAT: PLAYSTATION PRICE: £30 DEVELOPER: CLIMAX PUBLISHER: ACCLAIM

REVIEWER: Dave Harrison

ATV Quad Power Racing

Bikes with **four wheels?** Then surely they **must be cars?**

Life is too short for games like this. You can see it coming a mile off.

It's games making by numbers – find a mode of transport that isn't a car ('cos that's been done before) chuck in a few options like a Championship and time trial, get a couple chimps to draw something that looks like a quad-bike and go home for the afternoon.

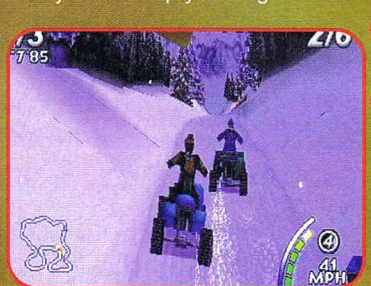
QUAD DAMAGE

Selecting an anonymous quad rider you must compete in several tension free races on snow, sand or mud.

If you win you feel empty. If you lose you feel empty. During the race you get a slightly queasy sensation thanks to the constant bumping, and then become slightly amused at the thinness of your driver's head.

Slowly, however, you become distracted by the thought of doing more exciting things, like counting dust particles or styling your toe hair.

Listen up. If your parents go out and buy you this game for your birthday, they really don't love you any more.



Ice, snow and a couple of pinheads out for a jolly. Snowmobiles would have been a better option.

Judgement

GRAPHICS It's like watching a match astride a foot stool rolling down a gutter.

GAMEPLAY You can just about drag the four wheeled bike round the track.

LIFESPAN If you can be bothered there are plenty of tracks to be unlocked and a two-player too.

A truly sub-standard bike-type racer that doesn't require you to expend any of your valuable, time attention or money.

Overall 42%

OUT: NOW FORMAT: PLAYSTATION PRICE: £20 DEVELOPER: HOTHOU PUBLISHER: EIDOS IN

Who Wants To Be a Millionaire

You want this game? You're sure? That's your **final answer?**

Most of the time games of TV shows are more like spin-offs than truly faithful recreations.

The Dukes of Hazzard, *The X-Files*, *Star Trek* – all have been smoozed into a format designed to attract full-blooded gamers but this is where *Who Wants to be a Millionaire* begs to differ.

Millionaire isn't just *like* the TV show, it *is* the TV show which is both its main strength and a major cause for complaint. Answer 15 increasingly difficult questions correctly and you'll (virtually) win a million. Compete against some mates and you'll be judged on whether you managed to get over the £1000, £32,000 or

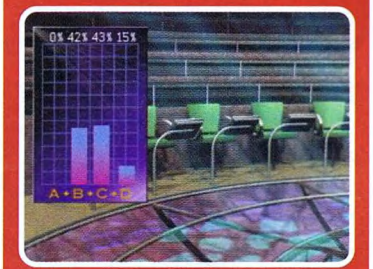
Softography

These guys have also made...

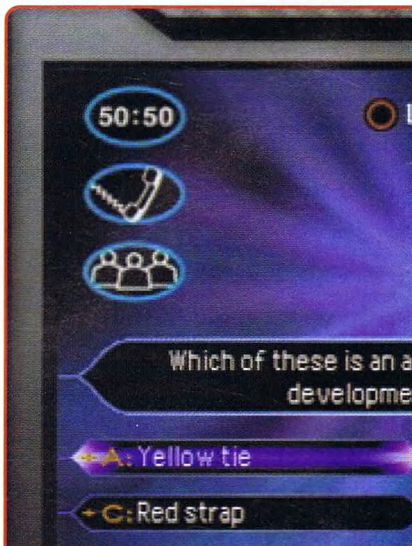
Abomination.....79%
Cutthroats.....69%

Nobody Home!

It might look like a mistake, but it's true that all the chairs in the virtual studio are empty! There are no video clips of cheering/gasping punters to gee you on during your Q&A, which really puts a dampener on the famously tense atmosphere of the show. And Tarrent's faceless voice only adds to the sense of isolation.



Ask the audience and watch their ghostly statistics appear. It's like a seance!



The questions themselves follow a familiar pattern from *Catchphrase* dimness to *University Challenge* hardness.

PREVIOUSLY IN Games Master

Missed a copy of GM and are thirsting for game scores? Want to know if a game is a complete muppet or total magic? Here's where we group together the results from the last few issues for your 'at a glance' perusing! Simply recite the list of games opposite over and over again, memorise the scores and then recall them the next time you head out to purchase a game!

HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

GRAND PRIX 3 (PC)	92%
MARIO TENNIS (N64)	91%
FERRARI 355 CHALLENGE (DC)	90%
PERFECT DARK (N64)	90%
ALIEN RESURRECTION (PS)	88%
POKEMON PINBALL (GBC)	88%
POWER STONE 2 (DC)	88%
STAR TREK INVASION (PS)	84%
POKEMON SNAP (N64)	82%
F1 CHAMPIONSHIP SEASON 2000 (PS)	81%
TENCHU 2 (PS)	80%

KISS PSYCHO CIRCUS (PC)	80%
TEAM BUDDIES (PS)	80%
TERRACON (PS)	80%
SPIDER-MAN (PS)	79%
GRIND SESSION (PS)	77%
RAYMAN 2 (PS)	76%
AEROWINGS 2: AIR STRIKE (DC)	68%
CARMAGEDDON TDR 2000 (PC)	63%
SYDNEY 2000 (DC)	60%
KOUDELKA (PS)	57%
VIRTUA ATHLETE 2000 (DC)	54%

REATIONS ACTIVE | SPECIAL FEATURES: NONE | OTHER FORMATS: PC | CALL: 0121 356 0831 | PLAYERS: 1-4

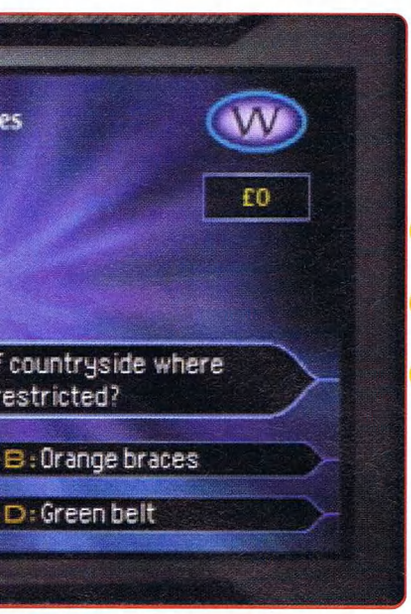
o Be A ire?

▲ Oi! Where's my glass of water? Being four grand better off can't hide the fact that there's no one there to share your success.

£1,000,000 threshold. And that's it. Apart from working as a team there are no other game modes to get busy with and without some kind of promotional code-based give-away (a missed opportunity, surely?) you only ever get the satisfaction of a few numbers on a digitised cheque.

Still tempted? Well you might not be after hearing that although Tarrant's adenoidal charms accompany you throughout the game whining "are you sure?" at every turn, he's actually nowhere to be seen. Instead you're confronted by two empty rendered chairs! Even if the absence of his face might not be such a bad thing, the lack of any visible audience is even more off-putting. In short, it's exactly like the TV show... If nobody turned up.

To be fair *Millionaire* is only £20 but then there are other, better, budget games – like *Medal of Honor*. In comparison this is just a skimpy cash-in.



...answer 15 increasingly difficult questions and you'll (virtually) win a million...

Judgement

GRAPHICS Very little to stimulate your eyeballs here except a load of empty seats...

GAMEPLAY Just answer questions, use up your lifelines and either win or lose.

LIFESPAN The 1000 questions will keep you busy for a while but only if you play alone.

So who really wants to be a millionaire? Eidos do by selling a lifeless tie-in for £20 to sad people obsessed with the game show!

Overall 37%

A brief look at the rest of the reviews in...

Reviews Round-up

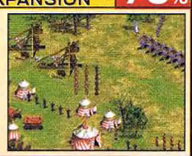
RUGBY 2001 — 76%
The best rugby game ever... It's realistic, detailed and, if you're a rugger aficionado, you'll find this hugely pleasing.

FORMAT: PC BY: EA PRICE: £35

ARCATERA — 70%
Point 'n' clicker that boasts non-linear gameplay, a choice of four characters and 10 possible different endings. Decent enough.

FORMAT: PC BY: UBISOFT PRICE: £30

AGE OF EMPIRES 2 CONQUEROR'S EXPANSION — 75%
A host of new plots, extra features and campaigns, along with two new game modes. There's more than enough to keep fans going.



FORMAT: PC BY: MICROSOFT PRICE: £25

RC REVENGE — 55%
... Or *Revolt 2*, in other words. More underwhelming remote control car racing stuffiness from Acclaim. Frankly, a bit dull.

FORMAT: PS BY: ACCLAIM PRICE: £30

TOMB RAIDER — 90%
Arguably, this is the best of the bunch and boasts some really well designed puzzles. If you don't own this already, get it!

FORMAT: PS BY: EIDOS PRICE: £10

WARZONE 2100 — 88%
Hugely underrated and immensely playable realtime strategy – for PS! A virtually perfect learning curve and top combat!

FORMAT: PS BY: EIDOS PRICE: £10

THE SIMS LIVIN' IT UP — 72%
Expansion pak for the insanely addictive *Sims*, in which you simply meddle with people's lives via some cool add-ons.

FORMAT: PC BY: EA PRICE: £25

WACKY RACES — 81%
Kart game featuring the likes of Dick Dastardly, Penelope Pitstop and the Ant Hill Mob. Works better as a console title, but is still cool.

FORMAT: PC BY: INFOGRAMES PRICE: £30

FA MANAGER — 63%
Efficient football management sim that pales in comparison to both *LMA* and *Champ Man*. Not truly terrible though.

FORMAT: PS BY: EIDOS PRICE: £10

GEX: DEEP COVER GECKO — 70%
The lizard's third PS outing, now re-released as part of Eidos's budget range. It's hardly original but still has its moments.

FORMAT: PS BY: EIDOS PRICE: £10

FIRESTORM THUNDERHAWK 2 — 67%
Early PS helicopter sim – and you really don't see many of them these days. This is something of a niche title and it's showing its age.

FORMAT: PS BY: EIDOS PRICE: £10

WINGOVER 2 — 51%
Plenty to it – but sadly, despite its choice of 20 planes and wealth of options, the whole package is fiddly and not very smart.

FORMAT: PS BY: JVC PRICE: £10

DEUS EX (PC)	94%
VIRTUA TENNIS (DC)	94%
JET SET RADIO (DC)	92%
TOCA WORLD TOURING CARS (PS)	90%
SAMBA DE AMIGO (DC)	90%
DEAD OR ALIVE 2 (DC)	88%
HIDDEN & DANGEROUS (DC)	85%
DIABLO 2 (PC)	84%
MAKEN X (DC)	82%
VIB RIBBON (PS)	80%
PARASITE EVE 2 (PS)	80%

MR DRILLER (PS)	80%
CHASE THE EXPRESS (PS)	78%
GRADIUS 3 & 4 (PS2)	76%
FRONT MISSION 3 (PS)	71%
GAUNTLET LEGENDS (DC)	55%
DEEP FIGHTER (DC)	65%
X-MEN MUTANT ACADEMY (PS)	64%
PLASMA SWORD (DC)	62%
SNO-CROSS CHAMP RACING (PS)	47%
FA PREMIER STARS 2001 (PS)	47%
ALL STAR PRO WRESTLING (PS2)	47%

HALF-LIFE GENERATION (PC)	97%
RESIDENT EVIL CODE: VERONICA (DC)	93%
EXCITE BIKE 64 (N64)	92%
DRIVING CONTROL (PC)	92%
WACKY RACES (DC)	88%
DESTRUCTION DERBY RAW (PS)	88%
SILENT BOMBER (PS)	86%
HOGS OF WAR (PS)	85%
DRAGON'S BLOOD (DC)	80%
NHL 2K (DC)	80%
STAR WARS EPISODE 1: RACER (DC)	76%

COLONY WARS RED SUN (PS)	75%
NOMAD SOUL (DC)	74%
SILVER (DC)	74%
NIGHTMARE CREATURES 2 (PS)	73%
DRAGON VALOUR (PS)	71%
MOHO (PS)	68%
FIFA SOCCER (PS2)	67%
WALT DISNEY MAGICAL RACING (PS)	63%
RESCUE SHOT (PS)	61%
MIDWAY GREATEST ARCADE HITS (DC)	65%
DAIKATANA (PC)	55%

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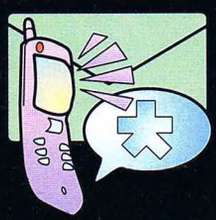

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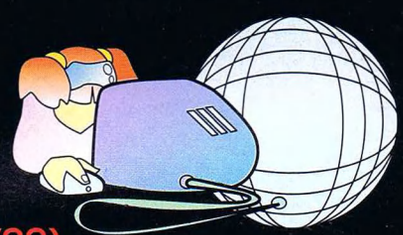

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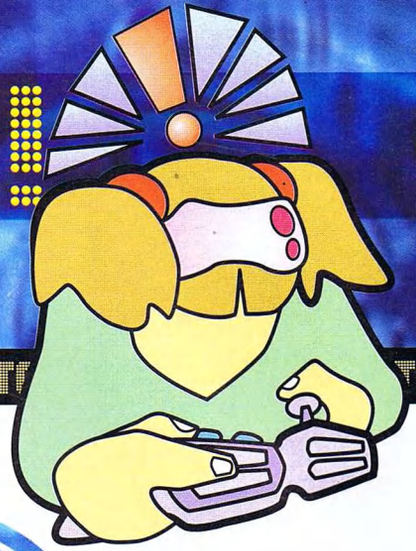
BRING THE TOYZ!



In this complicated world it is often the simplest things that bring a smile to our faces. Check out our round-up of the smartest toys and games!

TOYZ IN THE 'HOOD!...TOYZ IN THE 'HOOD!...TOYZ IN THE 'HOOD!...TOYZ IN THE 'HOOD!...TOYZ

FEATURES EDITOR

I'm really depressed this month. I've gone off DVD's, toys gadgets and joypads... Only joking! I love them, I really do. I'm as happy as Larry! Result!

Dave Harrison

GOOOZE

Goooze is the new play-stuff for the year 2K. Yep, it's illuminous stuff that can be stretched, squeezed, bounced & moulded. Definitely different and almost certainly gooey.

PRICE: £6.99
AVAILABLE: Kidz Biz
CALL: 020 8393 3334

CHUDBUNS

You may just think that this is just any old bean bag, but your assumption would be flawed. This is in fact a cleverly designed man-sized bean bag that is actually comfortable to sit in. A revelation in reclining.

PRICE: £150
AVAILABLE: www.chudbuns.com
CALL: 0117 960 3892

ROCKET HAWK

Bird-like fun with this winged wonder that is launched like a rocket into the air where the wings pop open and it all kicks off. It swoops, rolls and glides like a free spirit or a demented bird.

PRICE: £9.99
AVAILABLE: TCL
CALL: 01883 625 111

DIABLO 2 FIGURES

Here's the Barbarian from *Diablo 2*. He comes equipped with interchangeable weapons and shields for any combat situation but if starts to rain or gets a bit chilly, he's screwed.

PRICE: £7.99
AVAILABLE: Blizzard Entertainment
CONTACT: www.blizzard.com

POKEMON BATTLE ARENA

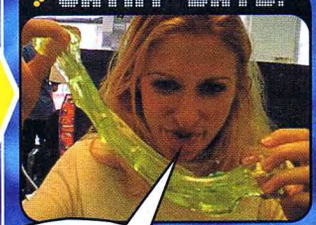
It's brutal one-on-one combat between Meowth and Pikachu. You must counter your opponent's attacks with one of three moves as the fierce fracas is played out on the screen. It's not *Tekken*!

PRICE: £14.99
AVAILABLE: Tiger Electronics
CALL: 01423 501 151

TOY DIVISION!

Revealed – the latest in bean bag technology, the Chudbun, and the ultimate in stress relief, the Fun Plops. Hey if those names don't make you snigger slightly, then you're a sad person who deserves to die alone. Also, take notice of the Pokémon collectables. Get 'em all 'cos they might be worth something one day. Yes.

CATHY SAYS:



Aha, I've finally vanquished the King of the Nose Goblins!

DAN SAYS:

At last we're alone... Did I mention that you're the most comfortable puppet I've ever worn...

OLLIE SAYS:

There's nothing fun about my plops...

BRING THE TOYZ

TOYZ IN THE 'HOOD!...TOYZ IN THE 'HOOD!...TOYZ IN THE 'HOOD!...TOYZ IN THE 'HOOD!...TOYZ IN THE

POO-CHI

Not to be confused with the pink mop haired pooch of mid-eighties fame, this techno K-9 can be trained to obey your voice to sit, dance or even sing! If he does well you give the dog a bone, if not it's sack and river time.
PRICE: £24.99
AVAILABLE: Tiger Electronics
CALL: 01423 501 151

POKEMON FINGER FORCES

Ever fancied contracting Pokémon finger? No didn't think so, but these electronic finger puppets are good wholesome fun. Pop in, bend your digit and hear their blood curdling cry!
PRICE: £4.99
AVAILABLE: Tiger Electronics
CALL: 01423 501 151

FUN PLOPS

What's the best way to relieve stress? Beat those around you with inflatable sticks! They're French so we'd have to be a bit tense before we resorted to these. In the meantime trying meditation or punching cushions.
PRICE: £6.99
AVAILABLE: Bandai
CALL: 01489 790 944

STOMP ROCKET

Simply use the power of your shoe to stomp and send a projectile high up into the sky. Not impressed? Well, if you've got a high performance set, these babies can travel up to 125m in the air. Jeopardise light aircraft.
PRICE: £12.99
AVAILABLE: Bandai
CALL: 01489 790 944

POKEMON JAMMERS

Collectable Pocket magic. These are themed balls that scream their names or the Pokémon tune every time they bounce. All your favourite 'mon and Psyduck are available.
PRICE: £5.99
AVAILABLE: Tiger Electronics
CALL: 01423 501 151

ROBIN SAYS:

... yeah I've got irritable bowel syndrome as well!

PAUL SAYS:

Hey that's not me! I know that 'cos I'm here!

At least I'm only making half a spectacle of myself.

LOCK-ON

It's lightgun-tastic! It sexily fits on your face so your friends can aim at you in a light-sensitive, quasar-style way. And just look at how cool it makes you look. Blow dried, beautifully layered coiffure optional. Works a treat though.
PRICE: £24.99
AVAILABLE: Bandai
CALL: 01489 790 944

HARD WAR

Who loves ya baby? Third-party joypads love you, that's who. Yes once again a virtual harem of plastic bootie is shaking it's thing for your approval. They wave, they smile, they let you touch them. Ooh, nice one...

PERIPHERALS ON TRIAL...PERIPHERALS ON TRIAL...PERIPHERALS ON TRIAL...PERIPHERALS

HEAD TO HEAD

WINGMAN EXTREME

A very sleek stick that is better to look at than to hold. Designed to allow your thumb to sweep around the business end of the arrangement with very little resistance. Highly usable if a little creaky at times.

FROM: LOGITECH
CONTACT: WWW.LOGITECH.COM
PRICE: £29.99

76%

CYBORG 3D USB

This is basically a very good joystick which has been given a tasteful respray (please note the gold handle). Not over elaborate or fiddly in its control systems, but still sturdy, compact and most importantly reliable. The 3D bit comes from the shaft twist.

FROM: SAITEK
CALL: 01454 452 900
PRICE: £49.99

84%

VERDICT:

Saitek's attention to detail is a bit of a double edged sword. The faffing around at the installation is testing, but it's their gold handle that beats Logitech's mid-range offering from their Wingman series.

OFFICIAL JORDAN WHEEL

Doesn't bother with that whole 'round wheel' vibe and instead goes for the F1 authenticity. It's always a pleasure to review DC wheels as there are so many games that really benefit from using a wheel. Not as great as the Thrustmaster Ferrari, but still very decent.

FROM: JOYTECH
CALL: 01525 371 769
PRICE: £49.99

81%

WINGMAN RUMBLEPAD

There's something very old-skool about the no-nonsense design. Good. The analogue tips are a bit delicate. The Vibration Feedback is fine, but the buttons are little and stubborn. Mixed.

FROM: LOGITECH
CONTACT: WWW.LOGITECH.COM
PRICE: £29.99

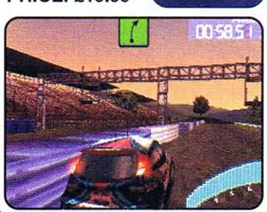
77

PRO-RACER

Hey stop sniggering a the back there. It's a handheld steering wheel that works in a concertina type of way and handles very pleasantly after a bit of fiddling around. Unfortunately, the bizarre positioning of the rest of the buttons lets it down somewhat. Not bad.

FROM: RADICA
CALL: 01992 503 133
PRICE: £19.99

76%



DESTROYER TILT GAME PAD

What a pleasant surprise! This joins Saitek P2000 as another Tilt pad that works. Very delicate to hold but is acutely responsive and brings an effortless calm to controlling. I still have doubts about the benefits of tilt but at least it works.

FROM: GRAVIS
CONTACT: WWW.GRAVIS.COM
PRICE: £24.99

82%

ON TEST

HARD WAR
N TRIAL...PERIPHERALS ON TRIAL...PERIPHERALS ON TRIAL...PERIPHERALS ON

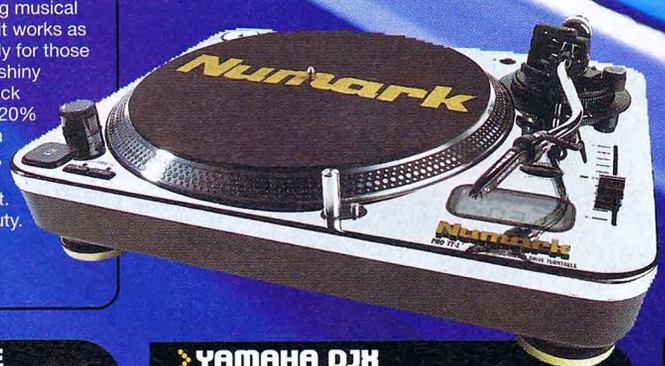
MOST WANTED

The **future is here!** GM brings you the **choicest selection** from the world of **hi-tech** every month!

NUMARK PRO TT1+

For those of you who are a little on the young side, this is what they call a record player. Big, flat, round pieces of grooved plastic were placed on these to make music. Nowadays mainly trendy DJ types use these and refer them as 'decks'. This particular deck is a vision in chrome, a flat slab of revolving musical perfection. But not only does it look sexy, it works as well! This is a high-end turntable so it's only for those serious about their mixing. And it's sturdy shiny structure can withstand any aggressive track manipulation. The pitch can be altered by 20% with the help of the built-in LCD display on the bottom right corner. Also, near the top, is a snappy reverse switch which sends your tune squealing backwards in a instant. Not crammed with features but a real beauty.

CONTACT: 01252 341 400
FROM: NUMARK
PRICE: £299



STOWAWAY PORTABLE KEYBOARED

This illustrates the power of folding. How do you make something smaller? Easy, fold it. And what Targus have manage to do is get a keyboard with the same size keys as you would find nestled under a PC, and scrunch it up so tiny that can fit it in your pocket. It crumbles to a wallet shape of 9 x 13 x 2cm thick and weighs only 225g. Now that's quite lightweight. The Stowaway is actually an accessory for the Handspring Visor which we featured a few issues back. On it's own you have to use an on-screen keyboard and a plastic stick which is all a bit fiddly, but with the Stowaway you can use the memo writer, diary and address book in a much more speedy and efficient way. Who needs a fancy lap top or a PC when you're got such tiny treats as these – I ask you!

CONTACT: 0208 607 7000
FROM: TARGUS
PRICE: £69.99

YAMAHA DJX

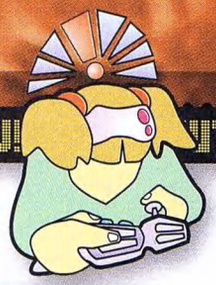
Everybody wants to be the DJ. But, hold up. What happens when you haven't got a set of decks? You've got CD's, but you'll probably burn your fingers if you use them. What happens is you get yourself one of these gems. Hidden in this wheeled box of wonder is 70 music patterns with the most obvious genres – hip-hop and all shades of dance – represented. Plus the CD provided has 71 samples that you can cut-up and scratch. The way it's presented is like a mini set of decks with a crossfader in the centre so, if you've got small hands, you'll feel like Jazzy Jeff in a jiffy.

CONTACT: 01908 396 276
FROM: YAMAHA
PRICE: £199

PANASONIC DVD-LV75

Your PS2 will be able to play DVDs y'know! Yep, soon the magic of digital quality movie magic will be in the hand of the gaming riffraff. But you can't drag your solid slab of a next-gen console and a telly along for train journeys. So, if you want to remain a little bit special, you'll be wanting one of these dainty slices of fun. It's a portable DVD player complete with screen. Plug in some headphones and you'll get the surround sound cinema experience from a player that fits snugly into your jacket. The battery last for about five hours so you should be able to squeeze in a few films on the go before you head home – then you can plug this into your telly and watch it some more. It comes complete with a credit card sized remote control so you can sit back and relax. Obviously it can't play PS2 games as well but it's sexier looking.

CONTACT: 08705 357 357
FROM: PANASONIC
PRICE: £1200



CD-ROMS

The **hottest multi-media discs** to make your D-drive **bulge at the seams!**

FRENCH WITH RAYMAN

Who best to learn French from than that strange, slightly scary, no limbed wonder Rayman. And, thanks to Focus Multimedia, you now have that opportunity! Basically it's the original *Rayman*, but in between all the hopping and platforming you get tested on your French. The programme was designed by teachers and tested on children of a childish age. There's over 1,300 challenging questions to face as well as the six happy-go-lucky worlds of *Rayman* bouncing action.

FROM: FOCUS MEDIA
CALL: 01889 570 156
PRICE: £9.99

▲ It's got that cheeky *Rayman* style. Is that a good thing then, or not?

▲ You choose what level you want to do and which challenge to try.

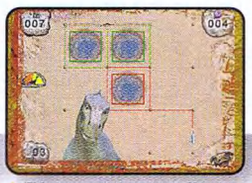
▲ Then it's the same old *Rayman* in his 2D days with a bit of French.

DINOSAUR ACTIVITY CENTRE

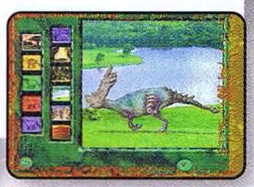
There's a film coming out y'know. It's like *Jurassic Park* but without the humans. It's Disney's *Dinosaur* and to get the merchandising bandwagon on the road it's time to go interactive. It's educational so you can learn terrific facts about your favourite extinct lizard and discover that it was heavy smoking that was responsible for the death of the dinosaurs! But the main emphasis is on the fun bit as the film's stars – Aladar and Zini – arse around and invite you to play various unchallenging games.

FROM: DISNEY
CONTACT: WWW.DISNEYINTERACTIVE.COM
PRICE: £24.99

▲ It's got the pea brain reptiles from the film to have a gander at.



▲ This is one of the games. Not exactly *Zelda* but it's alright.

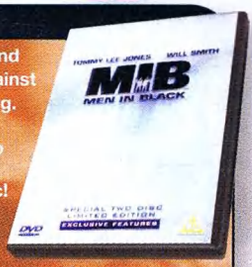


▲ Here's where you can create your own dinosaur. Not genetic engineering!

DVDS

Which **new DVDs** have the best **interactive features?** Do you just get **the movie** or do they deliver **double the fun?**

MEN IN BLACK



They're the first and last, and the only lonely defence against the universe... or something.

Where to start? This has so many features that they've had to include another disc! First off there are featurettes on the making, there are informative filmographies, there's the music video, there are trailers, there's an art gallery with over 1000 pics and DVD Rom and web links. Then you've got story boarded scenes that blend in with the real action AND a three scene editing workshop. Basically, every option opens up another world of options! The true highlight is the visual commentary, which has the silhouette of Sonnefield and Tommy Lee Jones at the bottom of the screen as they talk you through the film, where we discover that Tommy Lee Jones is the crabbiest man in the world. Brilliant.

▲ Smith's right, he does look better in that suit.

FROM: COLUMBIA
OUT: NOW
PRICE: £19.99
CERT: PG

87%

DESPERATELY SEEKING SUSAN

Madonna's greatest film, yes even better than *Shanghai Express*, with identity swapping high jinks.

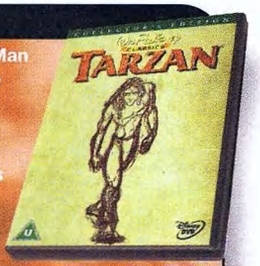
As with most '80s films converted to DVD there's not masses of extra features to delve into. What we get here is a theatre trailer which is just a montage of Madonna's bits and a voice over that declares it's "A life so crazy it takes two women to live it." Crazy! There's only two other features but both are real gems. First off you have the alternative ending which concludes with a 'Road to...' moment as Susan and Roberta end up in a desert. And finally the commentary with the director Susan Seidelman. Fortunately her enthusiasm stops it from turning into the Joy Luck Club. Not bad.

▲ In bed with Madonna! Great film, vaguely alright features.

FROM: MGM
OUT: NOW
PRICE: £17.99
CERT: 15

76%

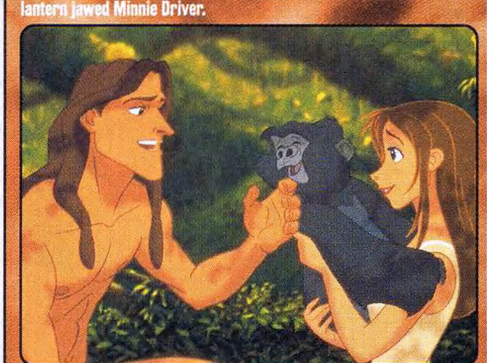
TARZAN



Dude looks like a monkey! Man goes ape after spending too long in a loin cloth listening to Phil Collins.

This matches *MIB*'s features for quantity but not for quality. There's something sinister about loads of bearded men talking about Disney animation. It's mainly because they sit too close to each other and they open their eyes too wide. What we learn here is that Tarzan is 'magical', they went to see real animals so they could draw them and it takes longer than an afternoon to make an animated feature. Another fact that is confirmed is that Phil Collins will never best the heights of 'Easy Lover' or 'You Can't Hurry Love' and now does Disney. Still a great DVD packed with loads of extra stuff.

▲ You Jane – voiced by the lantern jawed Minnie Driver.



FROM: DISNEY
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CERT: U

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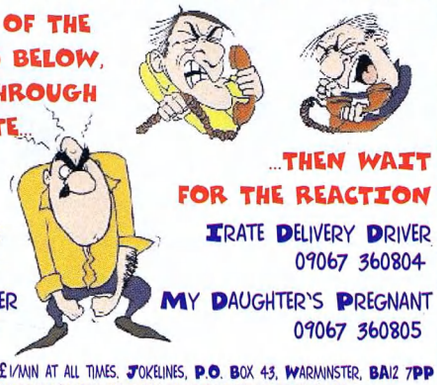

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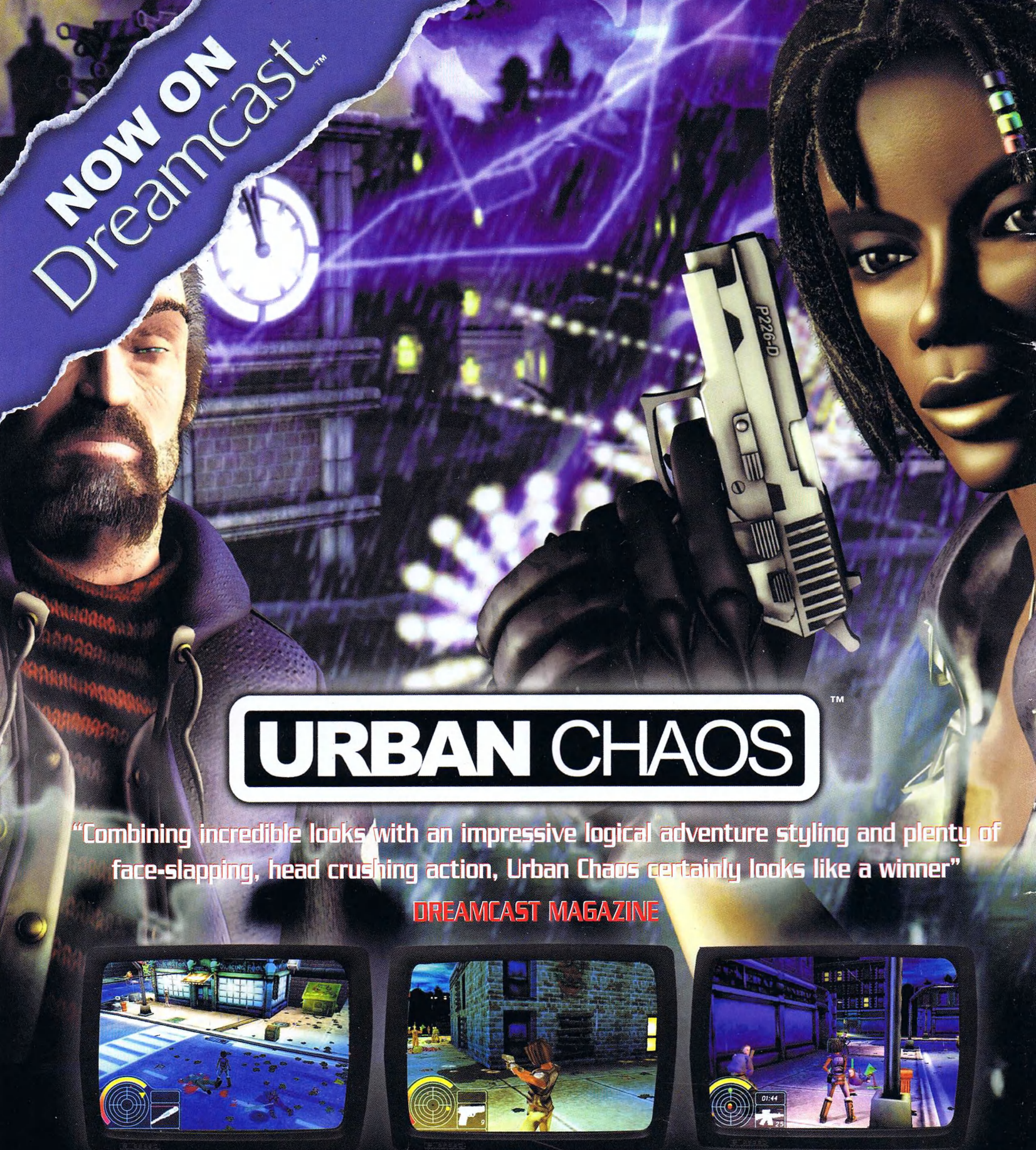

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